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for the PlayStation!

First Look at the New Hidden Character in Tekken 3!

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issue 113

RESIDENT EVIL 2

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OVER 65 GAMES

Ninja • Quake

NBA FastBreak '98

Burning Rangers

Breath of Fire III

Final Fantasy Tactics

Mortal Kombat 4: Rev. 2

FIFA: Road to World Cup '98

WCW Nitro

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Myth: The Fallen Lords

Blade Runner

How To Beat:

Street Fighter Alpha 2 Gold

Tomb Raider II

Mortal Kombat Mythologies: Sub-Zero

Star Wars: Masters of Teräs Käsi

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February 1998

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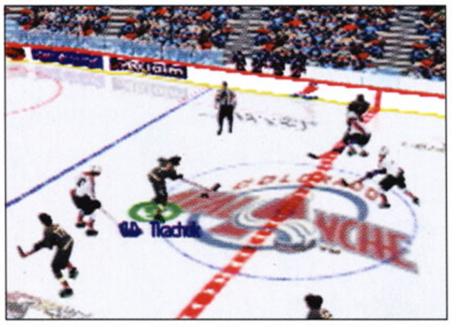
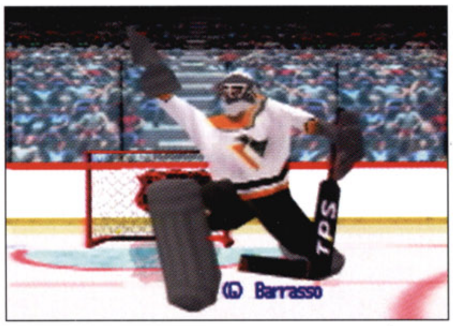


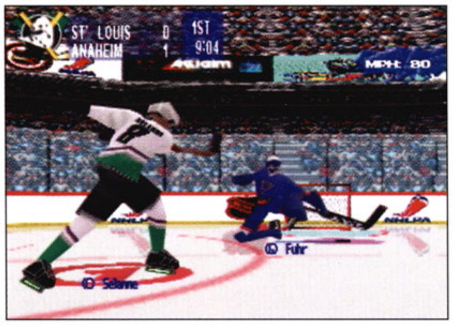
The only NHL® game
on N64™ with full 25 man rosters

All 26 NHL® teams and over 600 players



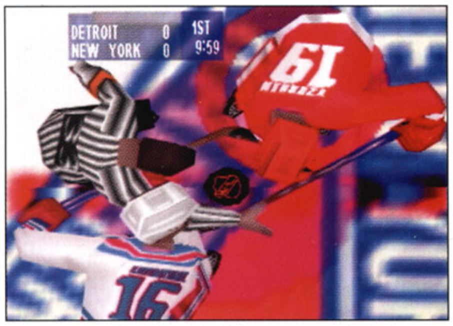
Proprietary Motion Capture Animations

Momentum-based checking and
goaltender specific play styles

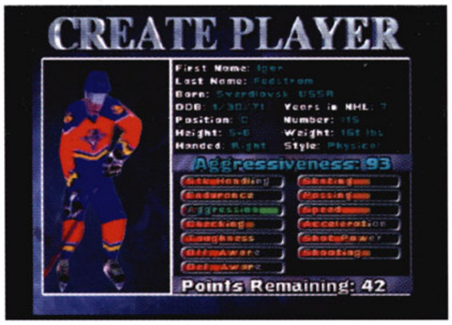


Actual NHL® Playbook-Based A.I.

Team scouting reports by Keith Tkachuk



The only NHL® game
on N64™ that supports Rumble Pak™



CREATE PLAYER

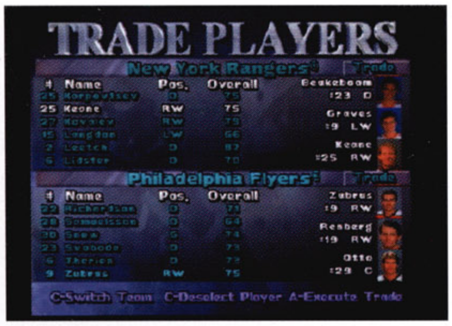
First Name:
Last Name:
Born: Sverdlovsk USSR
DOB:
Years in NHL:
Position:
Number:
Height:
Weight:
Handed:
Style:

Aggressiveness: 93

Points Remaining: 42

The only NHL® game
on N64™ with create a player mode

Assigned name actually appears on player's jersey



TRADE PLAYERS

New York Rangers Trade

#	Name	Pos.	Overall
25	Keane	RW	75

Beukeboom #23 D
Graves #9 LW
Keane #25 RW

Philadelphia Flyers Trade

#	Name	Pos.	Overall
9	Zubrus	RW	75

Zubrus #9 RW
Renberg #19 RW
Otto #29 C

C-Switch Team C-Deselect Player A-Execute Trade

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and release players

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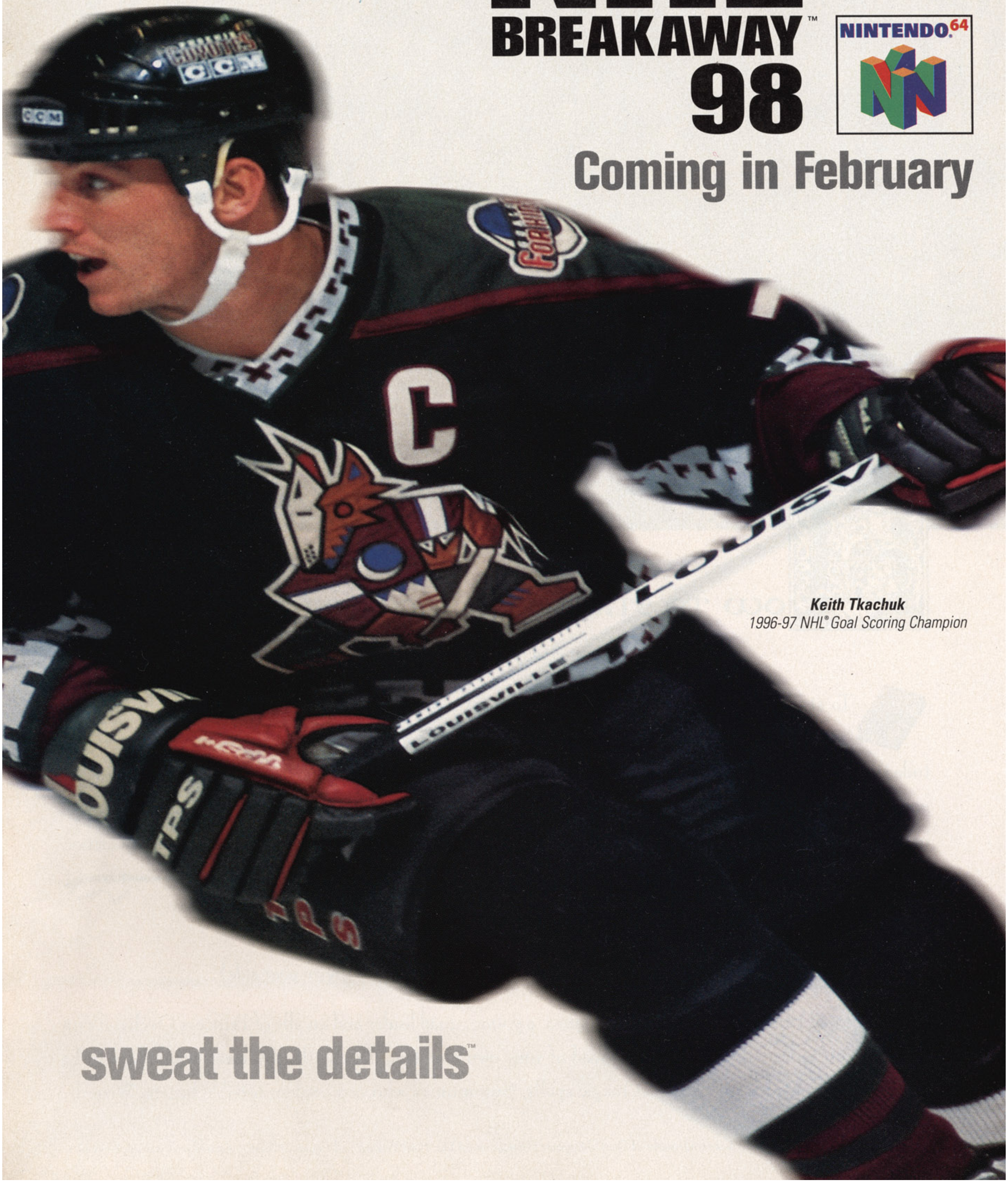

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{*or why deception, cruelty and betrayal are your friends*}

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Ninjas, Bards, Archers, Thieves and more. There are nineteen fighting classes and four hundred abilities to master. If you go into battle ill-prepared, may the enemy make the blood run cold from your heart.

Effective Battle Strategies

{*or further discussions from the annals of shoot first, ask questions later*}

As the ancient history of warfare reveals, you will survive if your battle strategy is strong, and perish if it is not. You will lead the charge through impressive lands trying to gain the best strategic positions in forests, castle ramparts, swamps and valleys. You can buy and sell equipment, hire new soldiers and plan glorious battle strategies. May you conquer the enemy or may you die trying.

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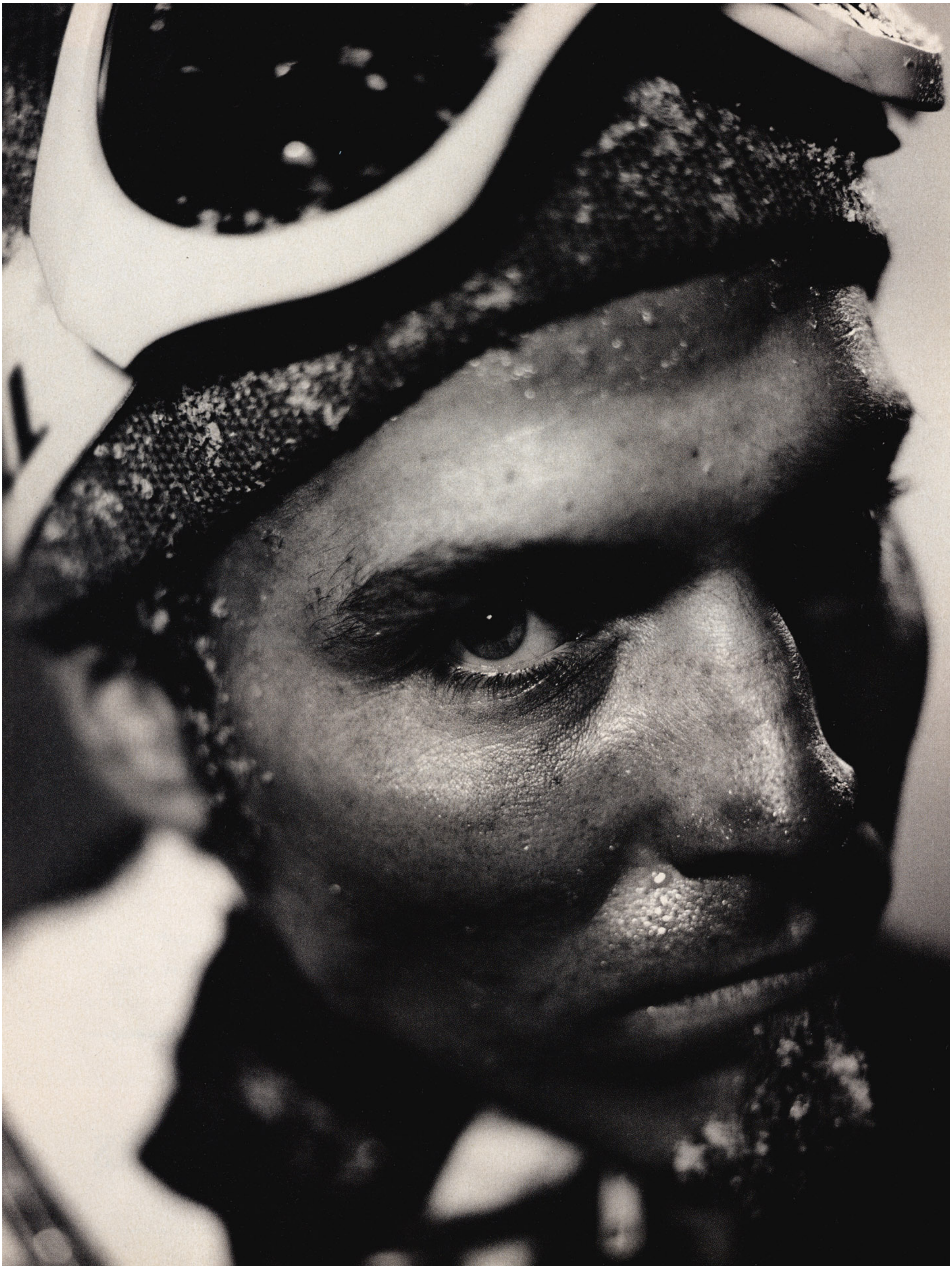

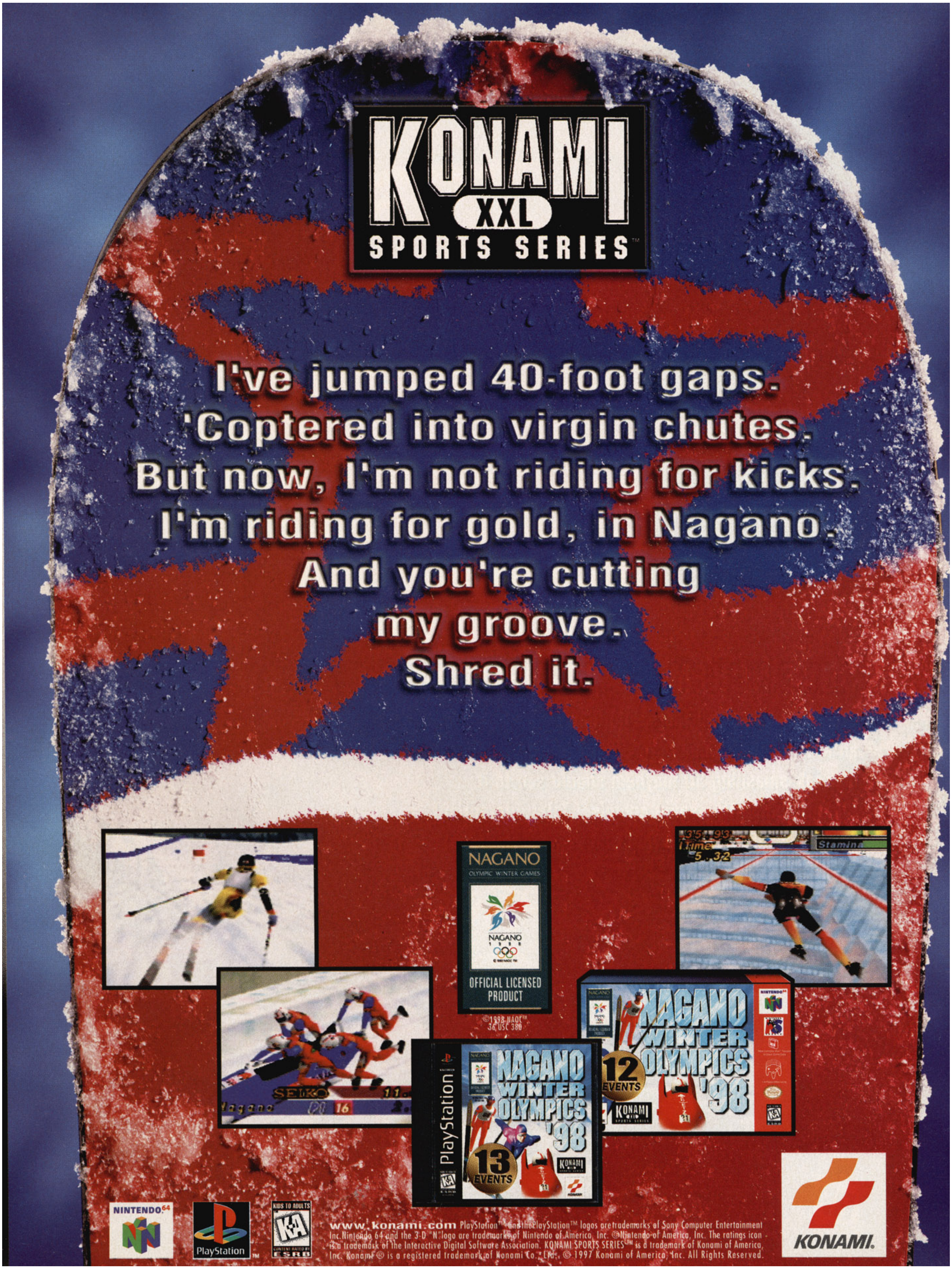
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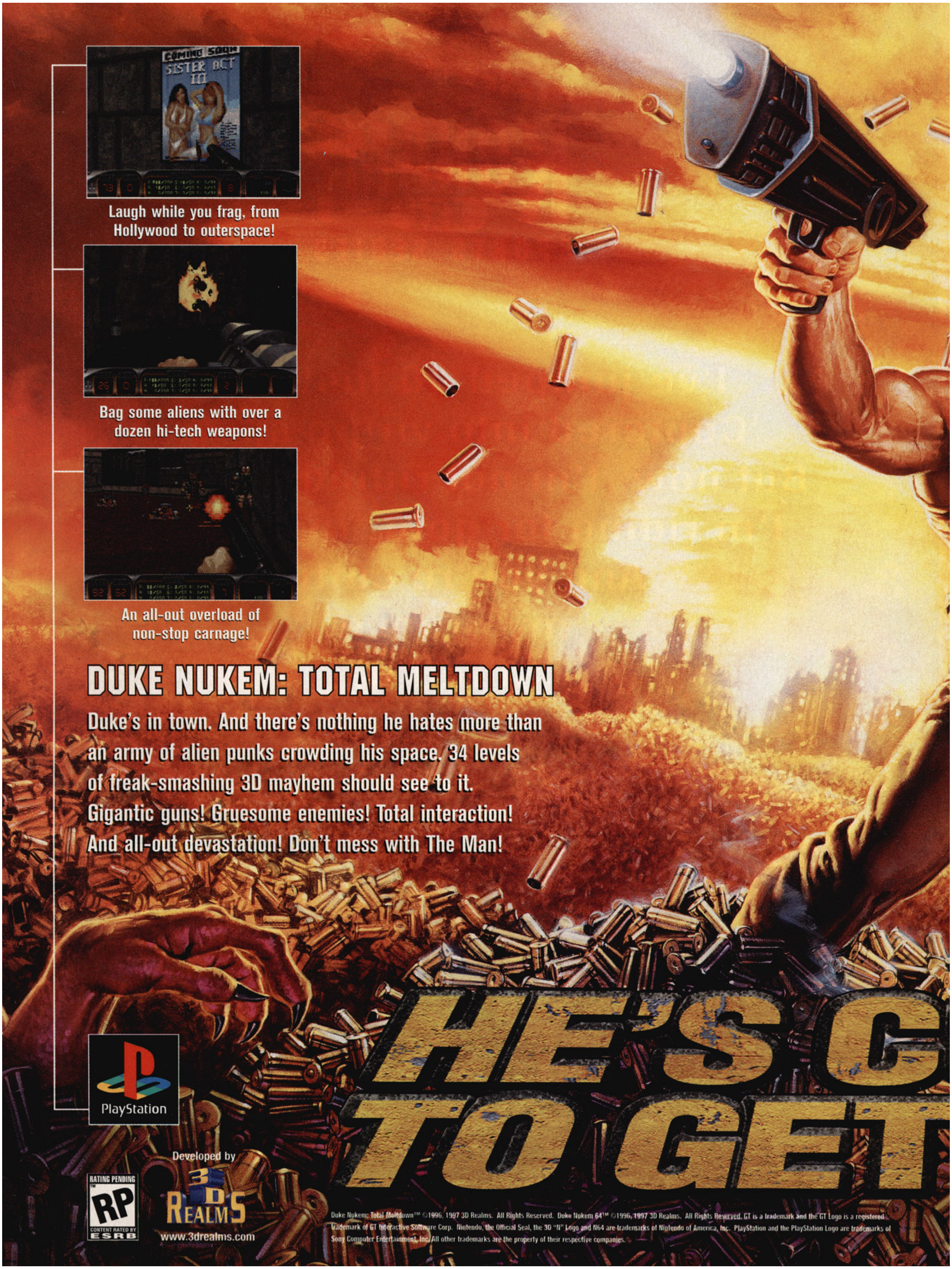

Laugh while you frag, from Hollywood to outerspace!

Bag some aliens with over a dozen hi-tech weapons!

An all-out overload of non-stop carnage!

DUKE NUKEM: TOTAL MELTDOWN

Duke's in town. And there's nothing he hates more than an army of alien punks crowding his space. 34 levels of freak-smashing 3D mayhem should see to it. Gigantic guns! Gruesome enemies! Total interaction! And all-out devastation! Don't mess with The Man!

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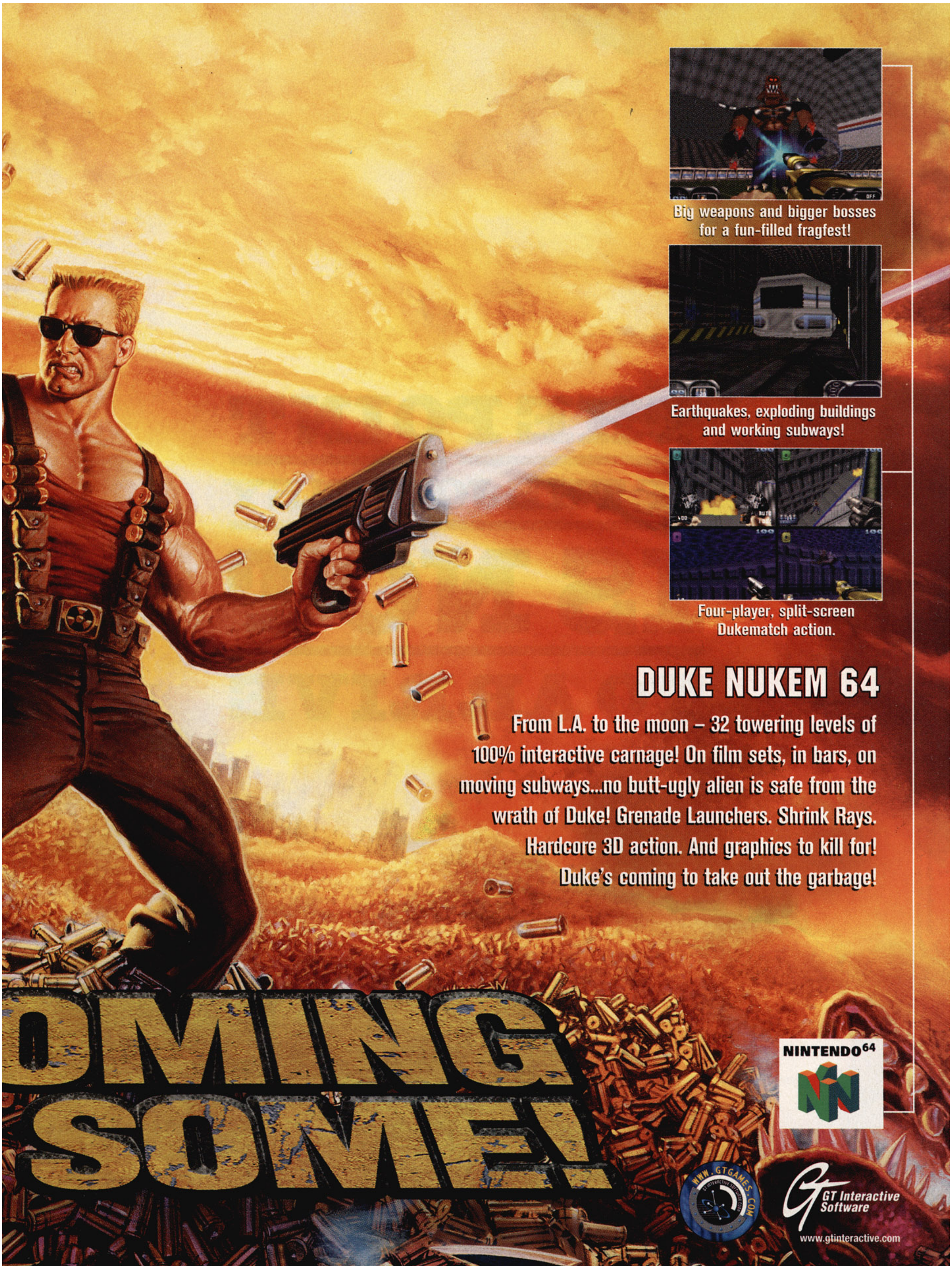

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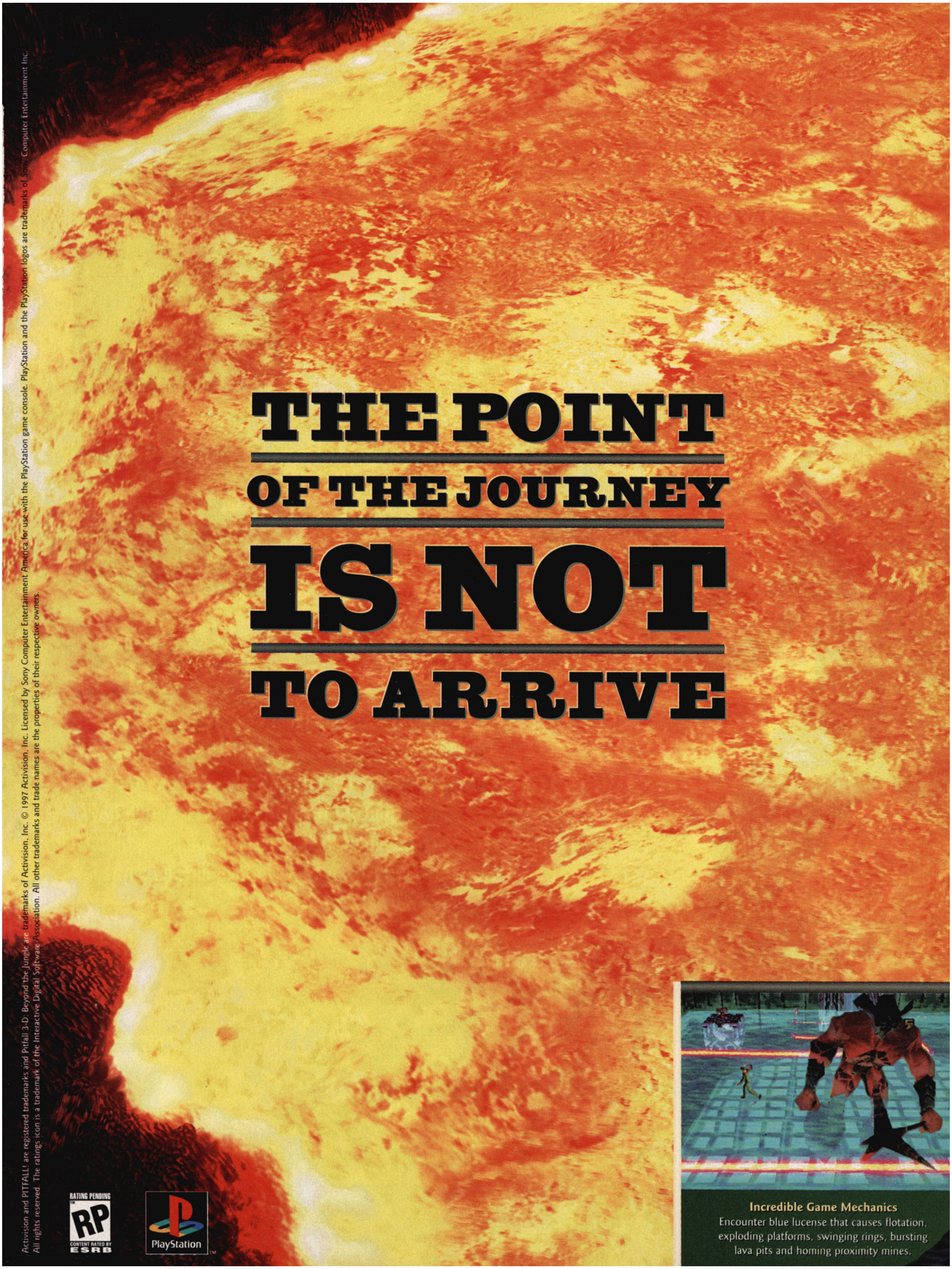
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Incredible Game Mechanics
Encounter blue lucense that causes flotation, exploding platforms, swinging rings, bursting lava pits and homing proximity mines.

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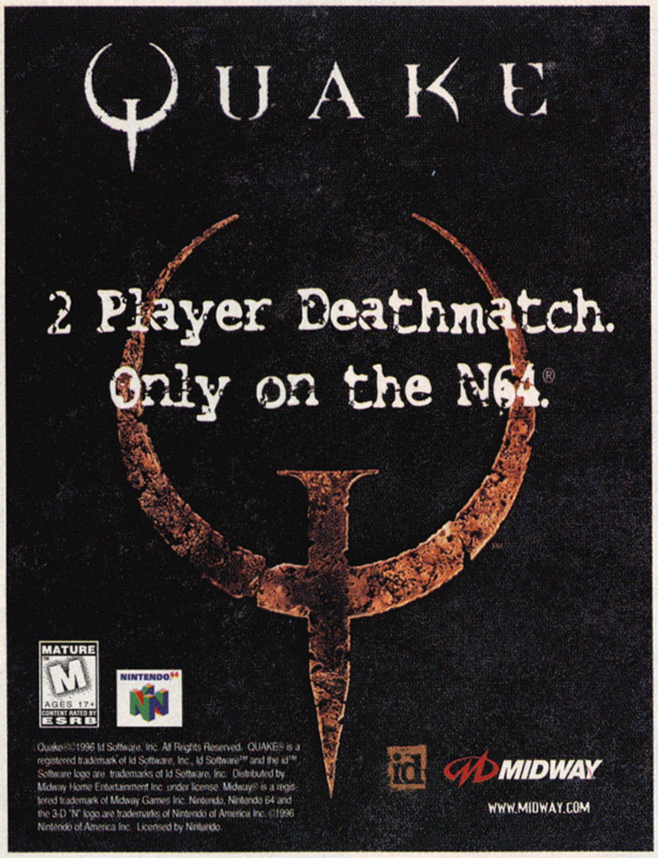
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Only on the N64.®
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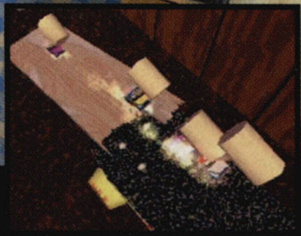

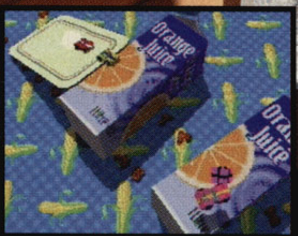

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Kodes and blow-by-blow tactics to beat this game.

Tomb Raider II
PlayStation ProStrategy Guide
Here's how to complete Missions 5 through 7 to retrieve most of Lara's stolen weapons.

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Special moves and combos for the nine best fighters!

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Check out these Jedi combos and Force Power specials for the eight characters.

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GamePro • bruary 1998

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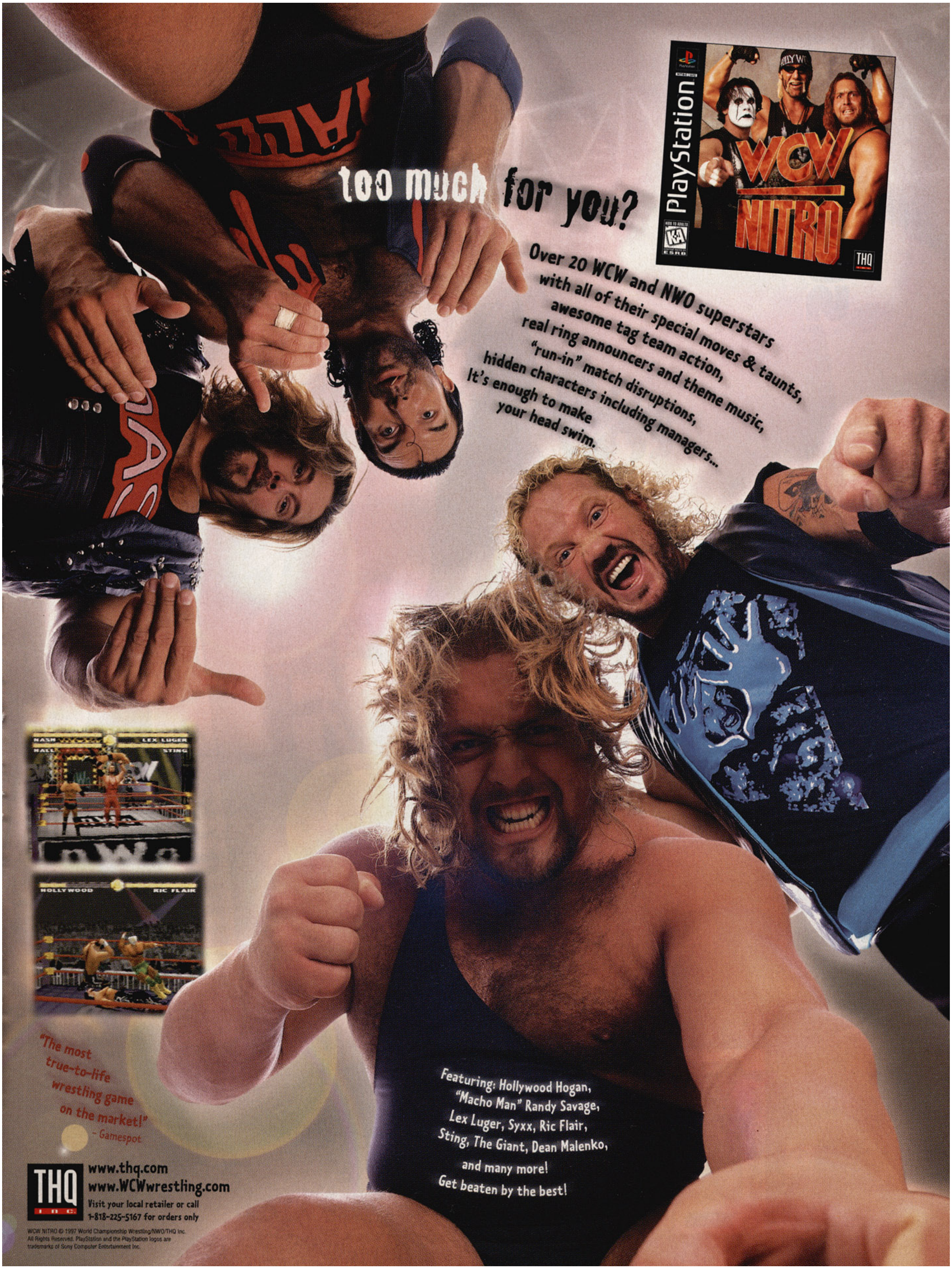
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TOTAL TIME
0'45"63
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back flip
indy nosebone

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K-A
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ACT LOCALLY – KILL

NAME: Douglas McClure

HOMETOWN: Kokomo, IN

RANK IN NET FIGHTER: 1st

DEGREES EARNED: 235,000, traded 27,500 to buy Quake™ in the HEAT store

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HEAT USER NAME: reniu

TOURNAMENT RECORD: 12-2

FAVORITE SPECIAL MOVE: swinging knife decapitation

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GLOBALLY ON HEAT.NET!

NAME: Bill Shultz

HOMETOWN: Portsmouth, VA

RANK IN NET FIGHTER: 2nd

DEGREES EARNED: 197,500, traded 17,500 to buy Scud: Industrial Evolution™ in the HEAT store

“I USED TO TAKE OUT MY BULLETS, AND ON EACH ONE I WOULD WRITE THE NAME OF EACH PERSON ON MY BUS. THEN A FRIEND SHOWED ME I COULD PURGE MY VIOLENT URGES IN NET FIGHTER ON HEAT.NET AGAINST OTHER PEOPLE. THANKS TO HEAT, THE PEOPLE ON MY BUS WILL NEVER KNOW HOW CLOSE THEY CAME!”

HEAT USER NAME: thunderhammer

TOURNAMENT RECORD: 9-3

FAVORITE SPECIAL MOVE: forked lightning kick

TRASH TALK EXCERPT: “Stop hitting like a sissy girl!”

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PRINCESS LEIA

LUKE SKYWALKER
HOAR

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THE FIGHTING IS
UP CLOSE AND PERSONAL.

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HAN SOLO
BOBA FETT

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ARDEN LYN

HEAD 2 HEAD

LETTER FROM THE GAMEPROS

Senator Lieberman (D-Connecticut) is back on the rampage again, asking video-game companies to police themselves so that violent video games stay out of the reach of children (see "ProNews," this issue). We regularly get calls from journalists around the country inviting our opinion on which games are the most violent, and why, and what impact the violence in video games has on our society. Even our readers, like Matthew from New Zealand (see his letter to the right), ask us if violent video games make players violent.

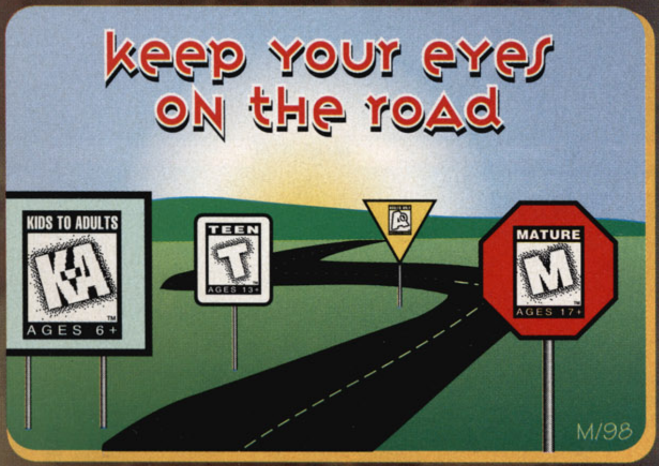
We quietly remind people that we are not psychologists. We don't make games (though we love to play them). We don't make the ads that run in magazines. All we do is give our readers responsible information on what they want, and if that includes the scoop on a game with violent content, then so be it. We are not the parents of our readers. We do not discipline, preach, or pass judgment on a game unless it warrants a comment because of gameplay. That's the single most important factor separating good games from bad—whether or not a game is fun to play.

WE ARE NOT OUR READERS' PARENTS

But we don't have to tell you that. You know what's good or bad, and the sales figures on games show it. Some of the best-selling games from last year had little or no violence in them (like Mario Kart 64, Crash Bandicoot 2, or Sonic R), but gamers still picked them up because they were fun to play.

Give us a list of serial killers and murderers and we bet you won't find one that credits video-game playing as a major influence in their lives. That's because violence is all around us, and a lot of times it's on that *other* little screen, but no joystick in the world can control the outcome of the six o'clock news.

The GamePros
comments.gamepro@gamepro.com
San Mateo, CA



GAMEPRO READERS SPEAK OUT

ANYTHING TO HELP A COLLEAGUE

I'm a student at St. Peters College in Gore, New Zealand, working on a research project on video games and how they affect your people. Can you answer the following questions?

1. What causes video game addiction?
2. Do violent video games such as Mortal Kombat, Street Fighter, and Tekken 2 influence children's minds?
3. Do you find many defects in the game software and, if so, is it from poor manufacturing?
4. Are violent games more popular than nonviolent games, and why?

Matthew, New Zealand

1. *Video game addiction is caused by the Mestacalur Gland, a small neonic probe that rests deep in the brain's Ficiary region. Of course, since I'm not a medical person, I'm completely making that up.*
2. *Is this a trick question? Violent games may make a person with violent tendencies more violent. There is no recorded instance of a violent act being the direct result of playing a video game (although they are still conducting research on the Gulf War). Charles Manson did not play video games (although he has plenty of time to play them now).*
3. *There are certainly defects in some software, and a small percentage of those are due to poor manufacturing. But a bad game is a bad game because of defects in someone's brain, not the production or even the programming.*
4. *Violent games certainly grab your attention faster than nonviolent games. That's probably because beating down some bloodthirsty freak is a bigger adrenaline rush than matching colored blocks.*

"Our" people will be in touch with "your" people, Matt.

HOW MUCH DID YOU PAY FOR THAT BRAIN?

I would like to see Scorpion ripping off Sub-Zero's head. That's it.

Ryan Mooney, Berkley, MA

You realize you paid 32 cents to tell us that, right? Thirty-two cents? Some grandmother didn't receive her birthday card because the post office had to find room in their schedule to deliver a letter that says "I want to see Scorpion rip off Sub-Zero's head." Nice job.

I KNOW CUZ I'M A 'PRO

I'm a big fan of both the Nintendo 64 and the PlayStation, but I think you people

TO FIND OUT WHICH BASEBALL GAME IS RIGHT FOR YOU, ANSWER THIS TRUE OR FALSE QUESTION:

THE PITCHER WINDS UP AND DELIVERS THE PITCH. IT LANDS SHORT OF THE PLATE AND BOUNCES OFF THE GRASS AND UP TOWARD THE BATTER. THE BATTER TAKES A STRONG SWING AND KNOCKS IT OUT OF THE PARK. IT'S A HOME RUN!

TRUE

(GO TO PAGE 52)

or

FALSE

(GO TO PAGE 27)

have been rating N64 games too high. For example, you gave Mario Kart 64 a 5.0 for everything. I could have sworn I played this game on the Super NES years ago! Sure, this game has some killer graphics, but it lacks major Fun Factor! And GoldenEye 007! What a joke! Where's the blood in this game? GoldenEye's boring when you play by yourself; it's only fun when you play with a friend. Maybe you should try playing the games before you give them ridiculous ratings.

Lagwag6, via Internet

Listen, Lagwag, even you must admit some N64 games rock, and most N64 games feature high quality. As for your evaluation of Mario Kart 64 and GoldenEye, thank you, we enjoyed the laugh. You're welcome to your opinion (which we encourage you to express here in "Head 2 Head"). We'll use the rest of the mag to express ours. As for our playing the games before we give the ratings, all I can say is that's our job—what's yours?

GOOD THINGS COME TO THOSE WHO WAIT

I think I have two of the worst video-game systems (the Saturn and the Game Boy Pocket) because none of my friends really say great things about them. They always talk about Nintendo 64 and PlayStation games. I was going to get a Nintendo 64, but my mom said they were sold out. So instead I chose the Saturn. You may ask, "Why didn't you get a PlayStation?" Well, I didn't get the PlayStation because I didn't know much about it. Help me, *GamePro*, and tell me a lot of great things about the Saturn and the Game Boy so that my friends will leave me alone.

Benjamin Appell
Newton, MA

Hmmm...you haven't been reading GamePro, *have you, knucklehead? That'll teach you to buy something without doing your homework. Don't worry, the Saturn is salvageable if you pick the right games—and there's a bunch. Fighters Megamix, Virtual On, Resident Evil, Duke Nukem 3D, Andretti Racing, and even Three Dirty Dwarves are all cool. Fire up those games and your friends may let you back in the gang. The Game Boy has over 20 million users domestically, over 450 games, and it's portable, so while your friends are at Grandma's (who doesn't believe in watching TV), eating stale cookies and drinking warm lemonade, you can kick back and whip out your Game Boy. So you want the skinny on the systems? Here it is:*

Estimated U.S. Sales Through January '98

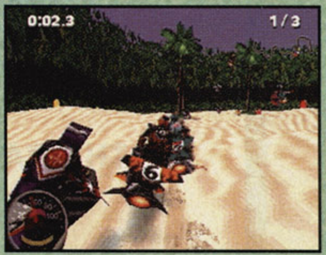
SEGA SATURN	2.5 million
NINTENDO 64	4 million
PlayStation	6.4 million
Nintendo GAME BOY	20+ million

WE'RE NOT PERFEKT

Man, in the December 1997 issue someone was definitely asleep at the wheel! (HINT: It was the printer.)

In "Sneak Previews," an Enemy Zero screen appears in the Sonic R preview, and the V-Rally preview has duplicate screens. Oh, well, whatcha gonna do?

In "Sports Pages," the first line was dropped from the beginning of the last paragraph (under the subhead "Checkered Flag"), rendering that sentence unintelligible. The sentence should've read: "While F1CE will sell like Tamagotchi in Europe and Japan, the U.S. audience is likely to go straight for NASCAR '98, which is more polished and more accessible." Probably got chopped by the printer. Don't worry—we put a contract out on him. He'll never see his next birthday.



PROTIP: Bounce off your opponents—not the walls—when making tight turns.

The Jet Moto 2 review's topmost tip ("Bounce off opponents...") has the wrong screen with it (see correct screen and ProTip above). Obviously it was an editor's fault, so we killed him.

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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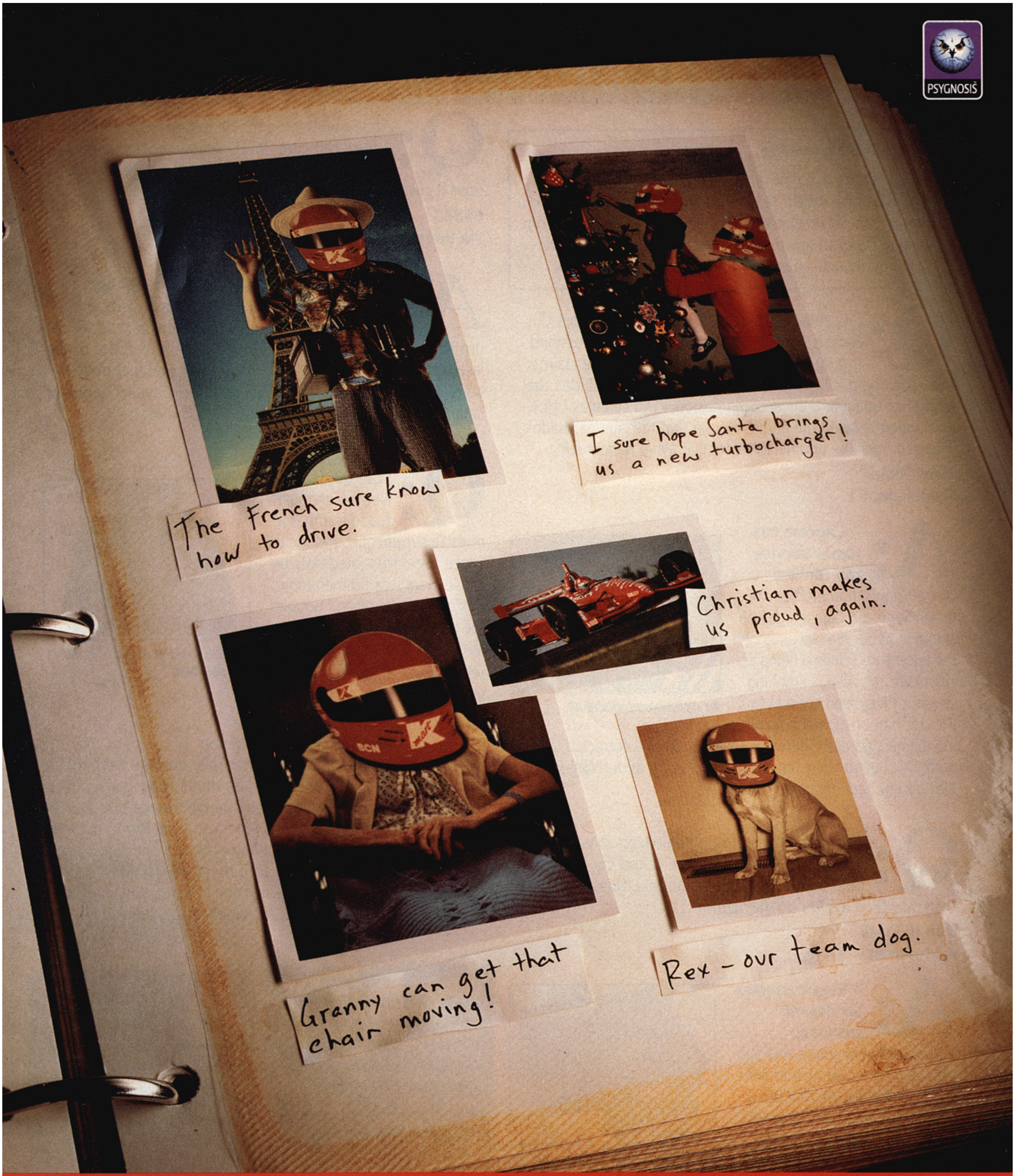
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BUYERS BEWARE

By The Watch Dog

Ah, it's that time of year where puppy love reigns, and I'm caught right in the middle of it! This year, I have my eyes set on that gorgeous Nurse Feratu; her teeth can puncture my heart any time! Too bad Cupid can't make everyone happy, though—just look at the following complaints.

Q: I recently purchased Resident Evil: Director's Cut for the PlayStation. I think the game is outstanding, but I'm a little upset at one of the claims made on the packaging. It says that the game includes the "complete uncut and uncensored Resident Evil cinemas." However, when I played the game, I found that the cinemas hadn't changed from the original Resident Evil. What happened?

Trev Gould
Danielson, CT

An uncensored mistake?

A: **A Capcom customer service rep replies:**
"A communication problem between Sony and Capcom USA resulted in about five seconds of the uncensored cinema being accidentally cut. Also, a smoking sequence has been cut due to the U.S. ban on cigarette smoking in video games. There is no plan to press a corrected version of RE:DC, but you can see what has been cut at our Web site at *http://www.capcom.com.*"

Q: The Saturn manual says something about playing CD-G and CD-EG discs (the G and EG stand for graphics and extended graphics). Does this mean I can play DVD movies on the Saturn?

Man In Black
via Internet

The Saturn needs a sales booster, but DVD is not it.

A: **A Sega customer service rep answers:**
"Due to different codes and formats, you won't be able to play DVDs on the Saturn. The CD-G and CD-EG capability enables you to play only music CDs that also have additional video and/or animation included on the disc. Normally, the CD packaging will tell you if the disc inside has this extra feature."

Q: This is written on the bottom of the box that my Saturn came in: "MPEG adapter sold separately." What is MPEG, what does it do, and how much does it cost?

64880
via Internet

A: **A Sega customer service rep responds:**
"MPEG stands for Motion Pictures Experts Group. The MPEG adapter attaches to the back of the Saturn and enables you to watch CD movies, but because of the lack of interest in MPEG CDs, the adapter has not and will not be released in the U.S. The MPEG adapter is available only in Japan where there is a bigger interest in CD movies."

Q: I use the Saturn NetLink and just found out that it doesn't support Secure Socket Layer. I feel frustrated now because there was no mention of this on the box when I bought the product. Why doesn't the NetLink support SSL?

vdoaye
via Internet

Careful, NetLink security is virtually obsolete.

A: **The Watch Dog answers:**
The Saturn NetLink was only made to have the capabilities of supporting multiplayer games over the Internet and of surfing the Web through the use of a browser. The NetLink doesn't have enough storage capability to hold SSL or any other encryption protocol programs. Since SSL is used mainly as a security protocol to protect transactions during purchasing and bank dealings over the Internet, you should use something other than NetLink for secure transactions.

You Make the Call

Having problems with hardware or software from Nintendo, Sega, or Sony? Here are the customer-service numbers to call.

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5828
San Mateo, CA 94402

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: **buyers_beware.gamepro@gamepro.com**

WRONG!

SORRY, THE HOMERUN COUNTS. BUT DON'T WORRY, THERE ARE STILL PLENTY OF BASEBALL GAMES FOR ROOKIES — SIMPLE GAMES WHERE YOU CAN HIT THE BALL EVERY PITCH. YOU KNOW, THE ONES WITH PRETTY LIGHTS AND NEAT SOUNDS. GREAT FOR PEOPLE WHO ARE JUST STARTING TO LEARN ABOUT BASEBALL.

FOR THE CORRECT ANSWER
GO TO PAGE 52.

VR SPORTS

VR BASEBALL™ 99

See No Evil...
Hear No Evil...

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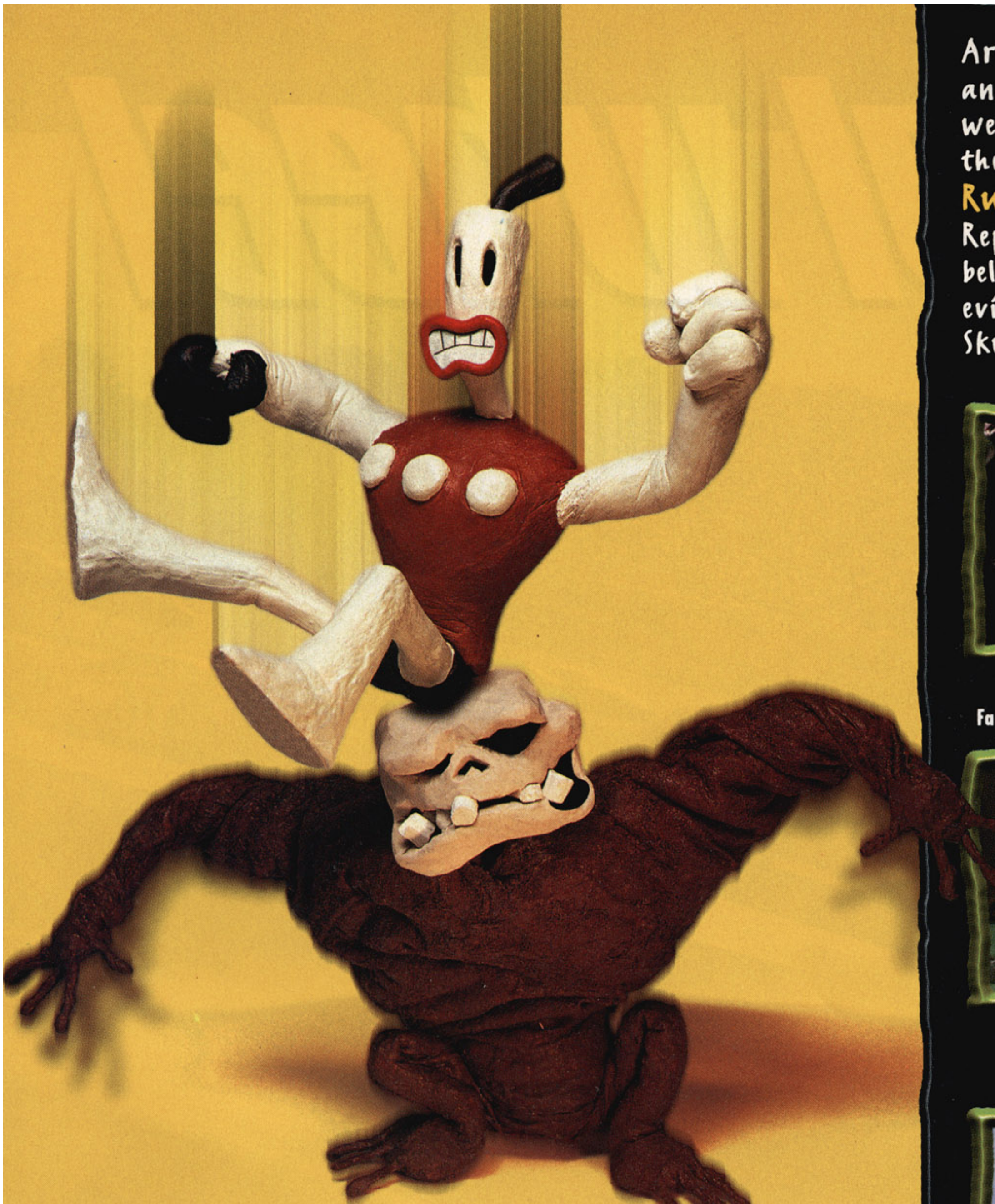

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PlayStation
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TEEN
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"Chock Full O' Humor, Just Like Earthworm Jim.™"

—Game Informer

TEEN
AGES 13+
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PlayStation™

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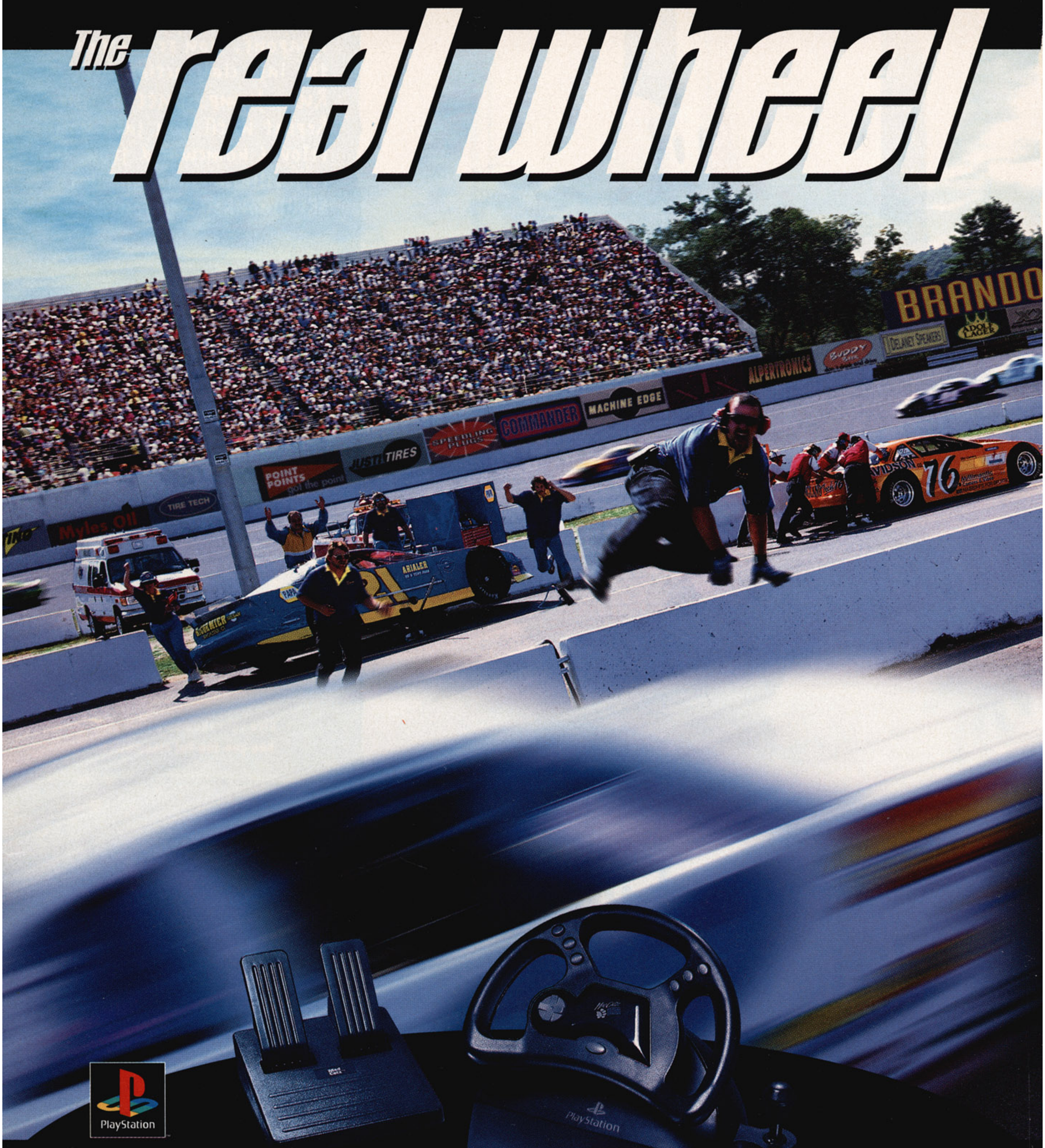
The real wheel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POINT POINTS got the point
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76
PlayStation

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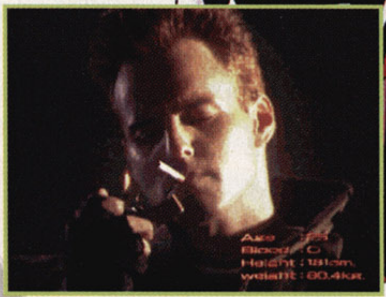
Resident Evil's Grave Mistake

When is a director's cut not a director's cut? When the director's cut gets cut.



Loyal Resident Evil fans who shelled out for the enhanced PlayStation re-release of their favorite zombie-huntin' adventure received new camera angles, new costumes, and three difficulty levels. But they didn't get the more violent Japanese cinematic intro as promised—instead, the game features the same ol' American opener. A spokesperson for Capcom says the goof was the result of "an unfortunate mistake with trademark approval," and that "by the time this error was discovered, manufacturing had already begun."

The company is also quick to point out that the substitution was not a question of graphic content or pressure from watchdog groups. "Censorship was never an issue here," says the Capcom rep. "Human error is to blame. We apologizes for this unfortunate error and the disappointment it's caused."

In addition to bloodier battles with the undead, the cinematic includes close-up shots of S.T.A.R.S. team members' rotting corpses, the discovery of a pistol with a gnawed-off human hand still attached, and a cigarette-smoking Chris Redfield.

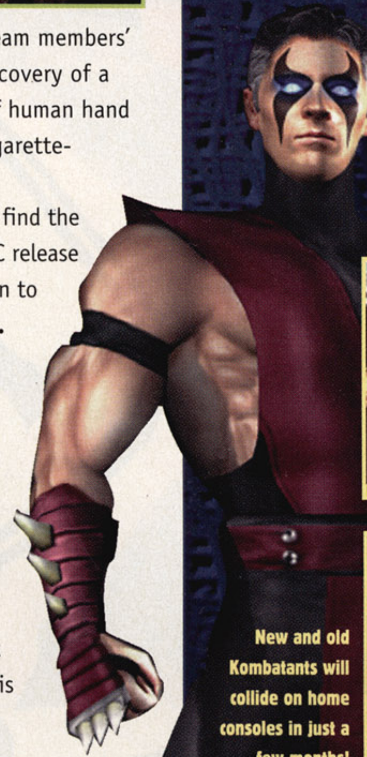
Interested parties can find the uncut intro on Virgin's PC release of Resident Evil, or log on to Capcom's Web site (**www.capcom.com**) and view the cinema online as a RealVideo, QuickTime, or AVI video file. Look for the file on the site's REDC page (**http://www.capcom.com/games/resevil_dc/**), but be warned: Like the product itself, this violent video is also rated Mature.

MK4 Heads Home

Midway aims for spring release.

It's the question of the year: "When will Mortal Kombat 4 come home?" Midway's answer: Spring 1998. Look for the year's hottest fighting game to show up on the PlayStation and Nintendo 64 sometime before school lets out. If the company's plan changes, expect a new date to be announced at this year's E3 show in May.

Meanwhile, just before press time, *GamePro* learned that another arcade revision was being tested in local Chicago arcades. The update reportedly has each character swinging their own weapon (in Revision 2, for instance, Jax and Reiko share the same club) and delivering unique limb breaks and also includes more throwing objects littered around the floors of certain stages. We'll let you know all about the new elements as soon as they're confirmed.



New and old Kombatants will collide on home consoles in just a few months!

news bits

There Can Be Only One

Congratulations to Chris Randall of Romeo, MI, who entered and won the *GamePro*/Perfect Weapon contest last year. His prize? A trip to game developer Visual Concepts in San Francisco, where his face was immortalized on a billboard of monks in the Metropolis level of ASC Games' new action/adventure game, One. Now, as the game nears release, Chris can enjoy the spoils of his singular victory by flashing his screen shot all over town.

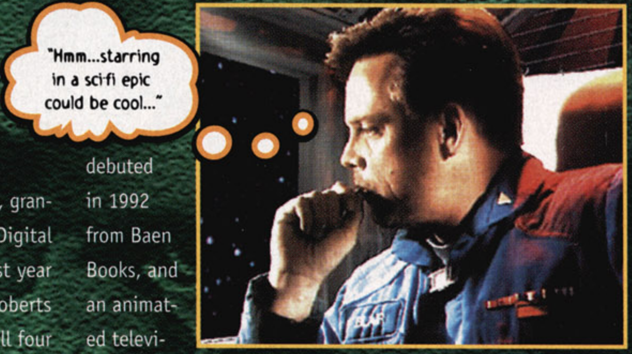
Aliens Online Update

While Aliens Online was delayed a bit before it went into an open beta stage, the game is now ready to play—go to www.aliensonline.com for full information. However, in our preview (see "NetPro," November 1997), we stated the game was free, and it's not. In order to play Aliens Online, you must join GameStorm, which carries a $9.95 per month fee for unlimited play of all the network's titles. *GamePro* regrets the error.

IDG Games Launches

Here's another cool games area online where you can find news, demos, and codes on the latest console and PC games. IDG Games is a huge multiplatform gaming resource that's supported by *GamePro*, *PC Games*, and *PC World*. GamePro Online will still be at www.gamepro.com, but log on to www.idggames.net to check out what IDG Games has to offer.

Wing Commander: The Movie


"Hmm...starring in a sci-fi epic could be cool..."

It's good or bad news, depending on how you feel about video game-based movies, but it was bound to happen. The premier cinematic computer and video game series, Wing Commander, has at last been optioned for the silver screen.

Electronic Arts, parent company of Wing producers Origin, granted the live-action feature film and television rights to Digital Anvil, the Texas-based entertainment company started last year by Wing Commander's original creator, Chris Roberts. Roberts plans to base the film on characters and elements from all four of the Wing Commander games he executive-produced.

This is not the first attempt to move Wing Commander from game screens to the mass market; a series of paperback novels debuted in 1992 from Baen Books, and an animated television show, *Wing Commander Academy*, ran on the USA Network in 1996-1997. There's only one question fans want to know: Will Mark Hamill reprise his role as Colonel Blair? We can only hope.

Lieberman's Least Wanted '97

Once a year, Senator Joseph Lieberman (D-Connecticut), along with the National Institute on Media and the Family, produces a report card on the gaming industry's performance in regard to family-friendly content and responsible behavior. At a late November press conference, Lieberman noted that even though many objectionable games bear a Mature ESRB rating—part of the same rating system he and Senator Herbert Kohl (D-Wisconsin) helped establish four years ago—they are still being targeted at children.

"These games are not harmless fun, as some suggest, but digital poison," Lieberman stated, claiming that the offensive games "are helping to create a culture of violence that is increasingly enveloping our children."

More worrisome from *GamePro*'s point of view is the ignorance that envelops the National Institute on Media and the Family. *The KidScore 1997 Parents' Guide To Software and Video Games* contains some stunning judgments and hilarious errors that would never be committed by someone with a clue. Some highlights:

Sen. Lieberman speaking about "digital poison" in November.

Disney means family entertainment—unless it's **DISNEY'S HERCULES: THE ACTION GAME**, which contains too much "violence, fear, and harmful behavior" to be suitable for anyone under 13.

SAN FRANCISCO RUSH features "illegal/harmful behavior"—but have you ever played a racing game where you weren't breaking the speed limit?

ALL-STAR HOCKEY '98 for Saturn "includes fighting as a facet of hockey but does not romanticize" it, so it's suitable for all. **NHL '98** for PlayStation, however, features "fighting between real teams and players" and is therefore too violent for young children. Yeah, we like that standard—in fact, make it a double.

You thought **ODDWORLD: ABE'S ODDYSEE** was about helping a friendly alien escape his evil captors? Wrong—if you believe this report, the proper description is "workers at a meat plant fight to save their jobs." Ooookay.

GAMEPRO LABS

Packin' Heat

RATING: 3.5

While Namco's GunCon works just great with Time Crisis, the solid but quirky The Real Arcade gun delivers two killer extras that pack extra punch into those home gunfights–a foot pedal for ducking and a moving slide that kicks back after every shot. It's fully compatible with GunCon games (Time Crisis and Point Blank) and with regular PlayStation and Saturn gun games (no cord changing, either; it has a dual jack).

On the downside, though, the gun's not licensed by Sony, Namco, or Sega, and it's just not as accurate as the GunCon. It's heavier, too, so arm strain becomes a factor in long games. Overall, it's a worthy purchase for gun-game junkies, but only if you don't mind putting up with its weak spots. –*Air Hendrix*

Contact: Innovation Extreme, 203/395-3094

Static

We knew Air Hendrix—a nearly unstoppable Liu Kang player in his own right—was searching a little too hard for MK4 secrets when he announced during a heated battle, "Guys, I think the blood just said something..." ◆ Tell me you wouldn't have loved to see an Ewok boss in Teräs Käsi, just so you could beat the snot out of him... ◆ Interplay sent us a press release announcing that its new Waterworld game had shipped to retail. Good thing Interplay let us know; otherwise we probably wouldn't have noticed. ◆ Stupid E-mail of The Month sent to DanElektro@aol.com: "Are you Scary Larry?" ◆ Whatever happened to the Splatterhouse series? ◆ We love the series as much as anybody, but after seven sequels, why is it called "Final" Fantasy? ◆ ION Storm bad boy John Romero and some of his cronies have put together the Cyberathlete Organization, a new gamers league for world-class PC players. But the name? Come on, guys, it just makes us all sound even more like couch potatoes. ◆ We tried to win stuff in that Taco Bell/Nintendo promotion, but all we kept getting were 4-point pieces, and we never collected enough of them to add up to 64... ◆ What do you mean, you haven't played Colony Wars yet? You're cheating yourself... ◆ Reiko...Reiko... Reiko...Reiko...Reiko... Reiko...Reiko...Reiko...

THIS IS YOUR BEST WEAPON.

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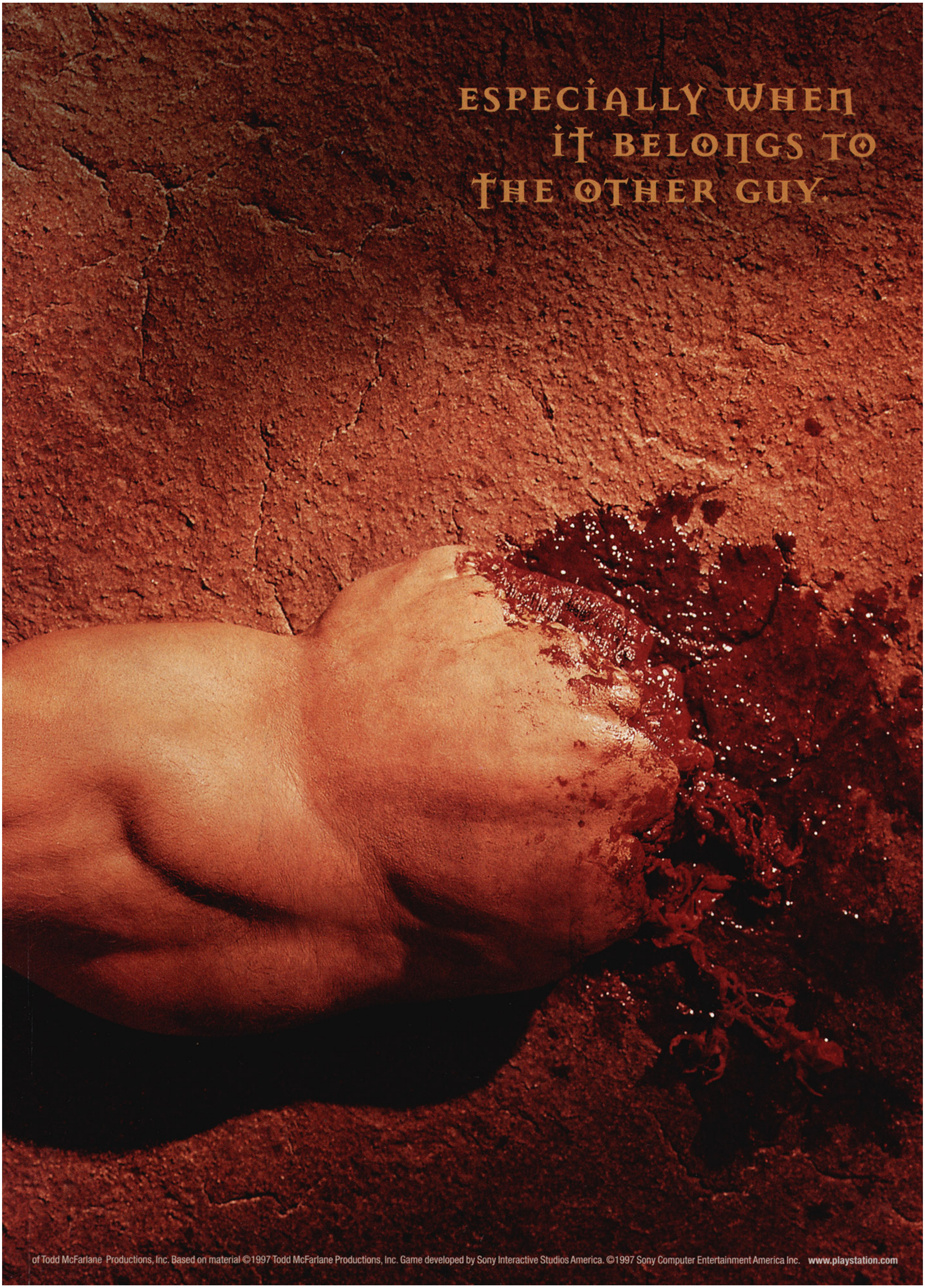
ESPECIALLY WHEN
IT BELONGS TO
THE OTHER GUY.

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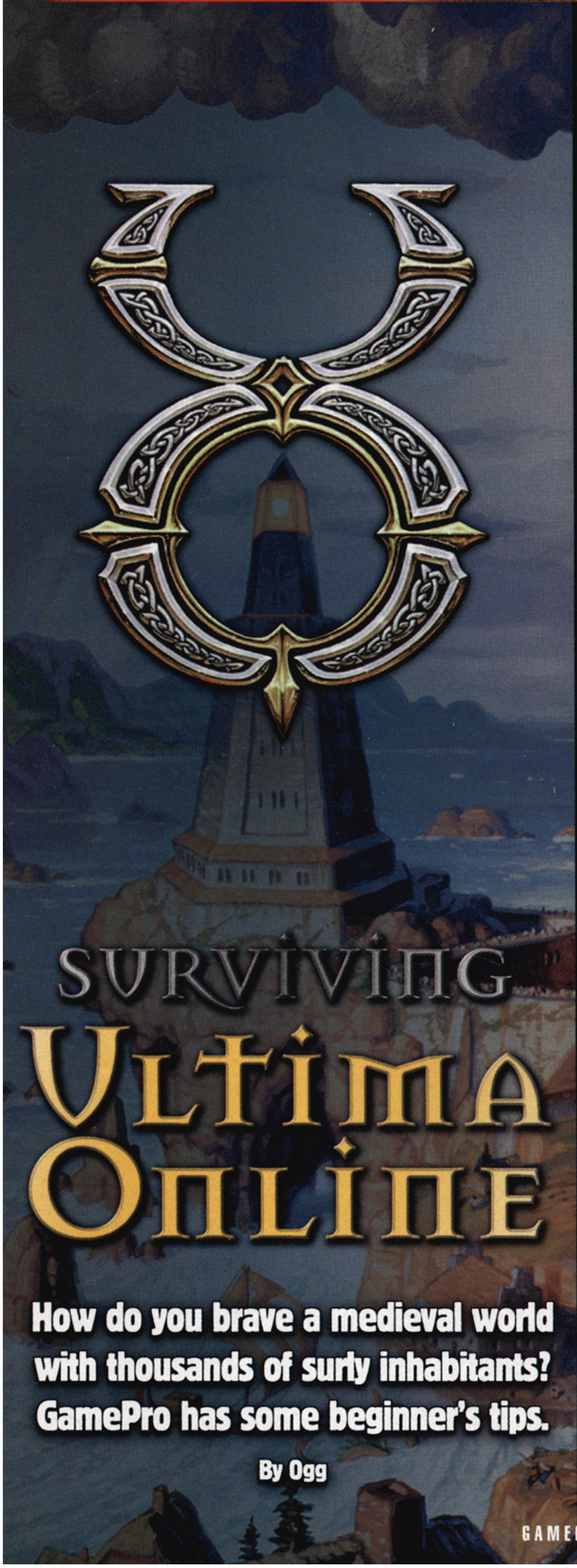


SURVIVING ULTIMA ONLINE

How do you brave a medieval world with thousands of surly inhabitants? GamePro has some beginner's tips.

By Ogg

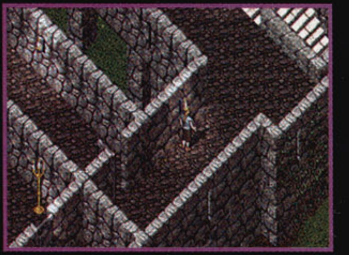
Nothing can quite prepare you for the dauntingly huge world that is Ultima Online. Odds are that you may not have tried the many earlier Ultima games; even if you have, it can be tough to move through an alien environment in real time, with hundreds—maybe thousands—of other people rambling around with God-knows-what on their minds. Still, you can survive, thrive, and even master the online land of Britannia if you're willing to follow some simple, common-sense tips.

How typical of a petty criminal to speak so nonsensically!
Thanks!

PROTIP: In the inns and public places, there's less chance of being killed or robbed without retribution. When you log off, do so in these places that are slightly safer.

Choose brains over brawn—at least at first. You can have as many as five different characters in UO, all set up with different strength, dexterity, and intelligence. Make sure to create a character who rates high on intelligence (the initial maximum is 45) and a little lower on strength as your first choice. You can go for a warrior type later when you're more accustomed to UO's world.

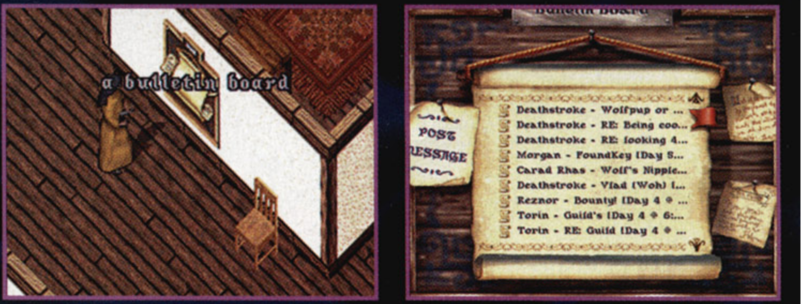
Don't start out in Britain. Britain is Britannia's largest city, which presents two big problems: It's the most confusing, and it's the most crime ridden. If you want to survive—and you do, because once you die you lose any attribute and inventory gains—pick a smaller place like Yew or Cove to explore first. In fact, before you even choose a starting city, read the next tip.



In the castles of Yew, a Thief might do well....

...but he'd better be ready to run at the first sign of discovery.

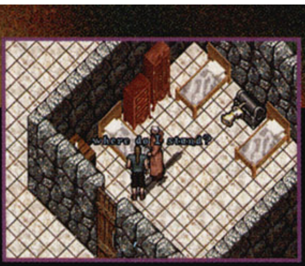
Read the maps and the newspapers. Hey, you wouldn't go to France without taking a map to find out where you're going, right? Well, same thing here. Ultima is gigantic. They give you a map in the box; check it out and familiarize yourself with the basic cities, then read some of the independent newspapers such as the UO Vault (**http://www.uovault.com**) or The Crossroads of Britannia (**http://cob.warzone.com**) to find out what's happening in them.



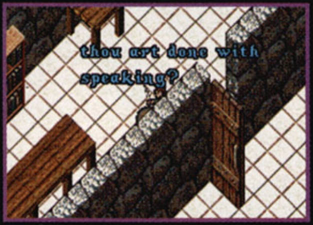
Deathstroke - Wolfpup or ...
Deathstroke - RE: Being coo...
Deathstroke - RE: looking 4...
Morgan - FoundKey (Day 5...
Carad Rhas - Wolf's Nipple...
Deathstroke - Vlad (Woh) (...
Reznor - Bounty! (Day 4 ◆ ...
Torin - Guild's (Day 4 ◆ 6:...
Torin - RE: Guild (Day 4 ◆ ...

PROTIP: Besides Web sites, there's much news of Britannia's current events on the various bulletin boards in cities; always check them out.

Don't be afraid to wander around and meet people. Like any trip, sitting around the hotel—or, in this case, the inn—is a big waste of your journey. Go check it all out: Head out, practice moving around and picking up objects (hey, you need stuff), and talk to other people. That includes nonplayer characters (NPCs); basic questions like "What's the news?" are very helpful in finding your way around. They won't all want to talk, but just keep saying "Hi."



Conversation with willing players is usually helpful, whether they're human or nonplayer characters (NPC).

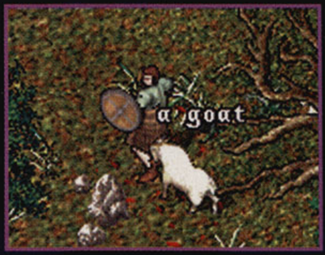


Not everyone likes to talk, though.

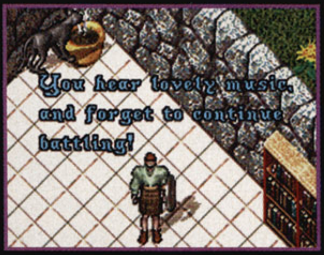
Let Ultima's fingers do the walking. Save a lot of initial movement hassle by using what's known as "pathfinding." Just move your cursor to the spot you want and double-right-click. The computer will do the rest, unless you have a closed door or other obstacle in the way.

a stretched hide
You'll encounter many unusual, rustic places in the countryside and many different professions.

Find a guild that welcomes newbies. Guilds are groups of players who hang out together based on a common purpose or belief—sort of like a fraternity. Joining a guild will add to your enjoyment of the game's social aspect, but more importantly, it will put you in touch with experienced players who can show you the ropes faster than you could teach yourself. Check the Guild Halls link at the main Ultima Online Web site (**http://www.owo.com**) or sites such as The Guild Center (**http://www.mysurf.com/jrdavis/guilds.html**) for a listing of guilds, their basic tendencies (good, neutral, or chaotic evil), and each group's interests.



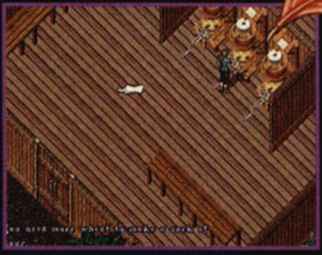
PROTIP: Battles can be difficult for the untrained, even if you're just fighting a goat. Lay off the rough stuff at first.



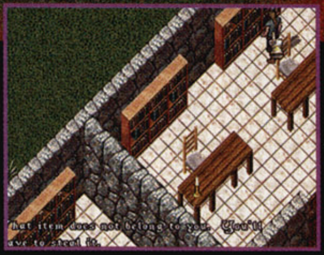
Even for those characters predisposed toward fighting, there can be unforeseen problems.

Think defense. Don't go looking for trouble. For one thing, you don't always have to fight; it's actually quite easy to live a long, nonviolent life in Ultima Online. That doesn't mean you shouldn't have any combat skills; if someone decides to make trouble, you have to be ready. But you'll get used to UO much more easily if you don't go into it with your sword wildly swinging. Besides, if you're killed, you lose everything you've built up for that character, and have to come back as either a ghost or a completely different person—possibly a peon.

PROTIP: Try everything; if it won't work, the game will tell you. Here, you just don't have what it takes—yet.

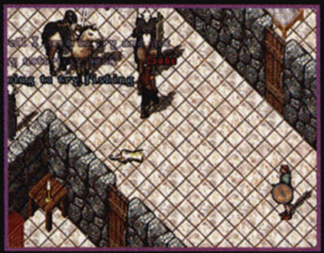


Light fingers can get you places—maybe. If you have the nerve, make one of your characters a Thief. You need money to get around in UO, and a Thief has some of the snooping and stealing skills that will enable you increase your purse and inventory quickly. Thieves also get caught sometimes, though. You'll have to pay for your crimes, maybe violently, plus your notoriety suffers with pretty much everything you do (more on that in a moment). Practice your thieving skills on NPCs at first, and even then, it's best done when nobody's looking.



The life of a Thief is dangerous—but also potentially lucrative.

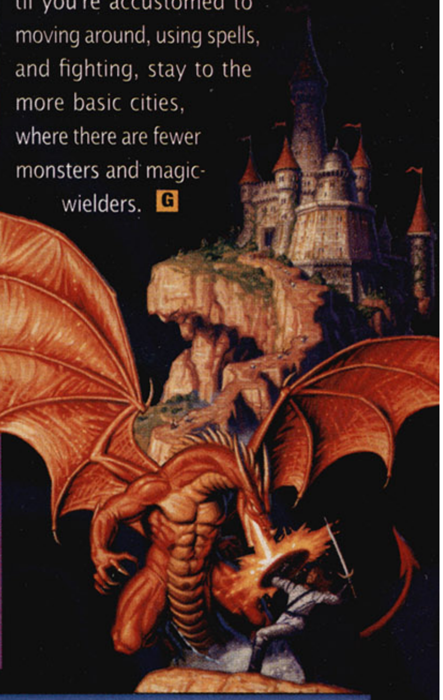
Watch your Notoriety. If you get a bad reputation, people won't talk or trade with you—and they'll come gunning for you instead. Your Notoriety level goes down with unprovoked attacks on other characters, while building that rating up again by killing notorious opponents and giving away possessions takes time. It's one of the game's most important attributes and one worth working on—yet another reason not to go looking to kill everything that moves.



See that name in red? Killing him will bring your Notoriety level up.

Let others do the exploring for you. Visitors to the island of Hythloth got some bad surprises recently when even very experienced characters got themselves wiped out fast, thanks to some unexpectedly tough indigenous monsters. Until you're accustomed to moving around, using spells, and fighting, stay to the more basic cities, where there are fewer monsters and magic-wielders.

PROTIP: The land of Britannia isn't just land; check your map, and you'll see some islands too. They can be strange places, though.



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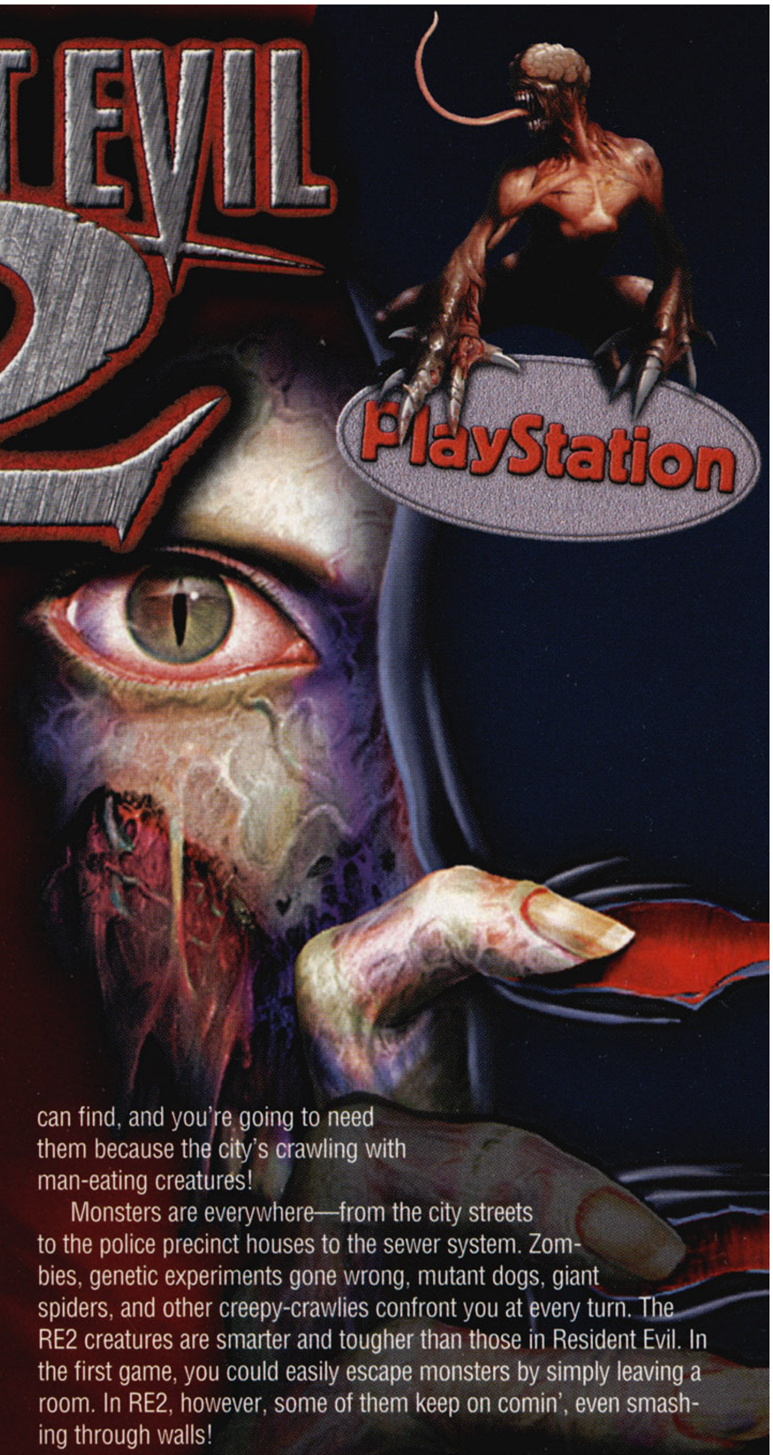
RESIDENT EVIL 2



Is Evil 2 good? Find out with this hands-on preview and an interview with the game's creators.

By Major Mike

Capcom always likes to take its own sweet time to churn out a sequel, and Resident Evil fans have had to wait almost two years for Resident Evil 2. Well, judging from this 90 percent preview version of RE2, Evil could once again rule supreme!

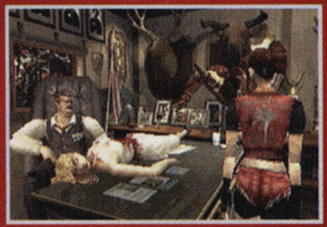
Evil Grows

Resident Evil 2 is bigger than the first game in almost every way. You conduct your search-and-destroy mission over a huge area that will make the game almost four times as long as the original. Resident Evil 2's story line begins two months after Resident Evil and finds Raccoon City overrun by zombies. Playing as one of two characters, Claire or Leon (see sidebars), you must stop the growing horde of walking dead, discover why zombies are here, and keep yourself alive in the process.

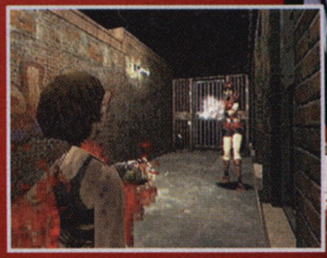
To that end, there will be more weapons and monsters than ever. Crossbows, machine guns, grenade launchers, automatic rifles, and C4 plastic explosives are some of the weapons you can find, and you're going to need them because the city's crawling with man-eating creatures!

Monsters are everywhere—from the city streets to the police precinct houses to the sewer system. Zombies, genetic experiments gone wrong, mutant dogs, giant spiders, and other creepy-crawlies confront you at every turn. The RE2 creatures are smarter and tougher than those in Resident Evil. In the first game, you could easily escape monsters by simply leaving a room. In RE2, however, some of them keep on comin', even smashing through walls!

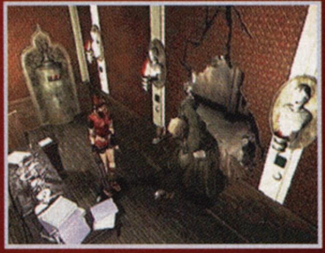
RE2 also introduces a unique gameplay system called Zapping (see sidebar, "Zapping Replay Problems"). Zapping sort of spreads the Evil around, allowing gameplay data saved as one character to affect a game played as another character.



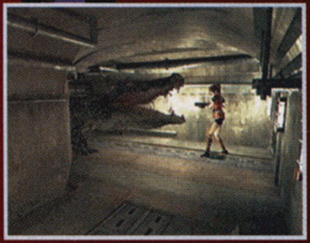
You'll encounter human characters who are creepier than the monsters—like the eccentric Irons, the chief of police.



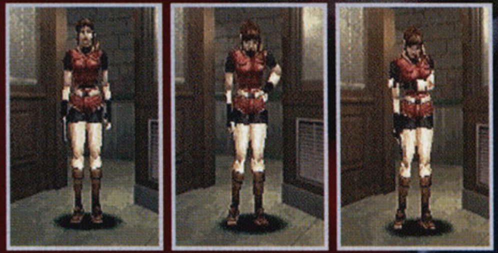
"Eat this, maggot brain!" Claire introduces a zombie to her little friend—a DOT 380 machine-gun!



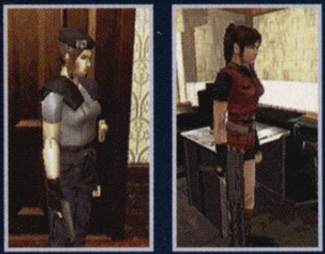
Resident Evil 2 has more than its share of jolts—like monsters that can punch through walls.



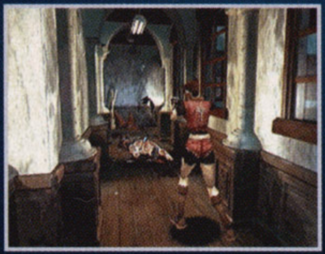
Want monsters? Evil 2's creatures are bigger, more disgusting, and more dangerous than ever before.



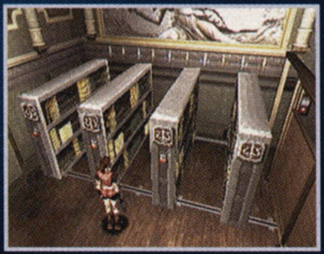
This time you can immediately see how much damage your character's taken. The three screens above show (from left to right) Claire's normal, wounded, and critical states.



Resident Evil 2's visuals are much more detailed than those in the first game. Check out the difference between RE's Jill Valentine (above left), and RE2's Claire Redfield (above right).



Gamers got a taste of auto-aiming in Resident Evil Director's Cut. In RE2, auto-aiming is especially handy when trying to hit small moving targets—like crows, for example.



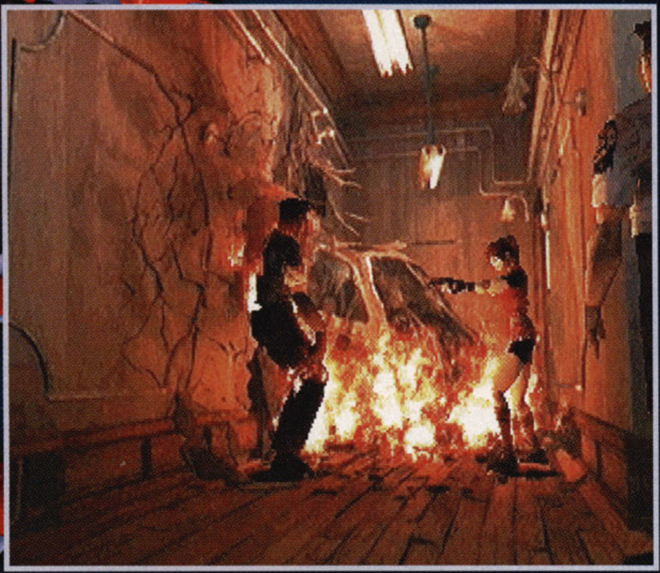
Solidifying the Resident Evil tradition, RE2 has a bunch of mind-taxing puzzles for you to solve.

Developed and published by Capcom
Available January
90% COMPLETE

See New Evil, Hear New Evil

Whether you play as Claire or Leon, you'll discover a stunning audio/visual horror show. RE2's graphics are much more vibrant than RE's, and the voices have been completely redone. The backgrounds are much sharper with cleaner, more detailed imagery, and collectable and movable objects aren't as obvious. The character graphics and the animation are much more lifelike—especially with the new damage system. For example, when your heroes are low on health, they'll double over and limp, moving much more slowly.

You'll also notice some sweet subtle touches like characters turning their heads in the direction of approaching monsters or strange noises. Character voices have been drastically improved, with few instances of the deadpan vocals and lame dialogue that plagued the original Resident Evil.



RE2's filled with startling and frightening graphics. Check out this burning helicopter that crash-landed on the roof of police headquarters.

That Touch of Evil

The year's just begun, and Resident Evil 2 could already make a move on the top PlayStation game-of-the-year honors. This sequel could become a permanent resident in every gamer's library. Stay tuned for a full review of Resident Evil 2 soon.

Zapping Replay Problems

RE2 introduces a new gameplay system called Zapping. When you finish the game as either Leon or Claire, you save the data to a memory card. When you start a new game using the saved data, you'll get a new story line and a different ending.

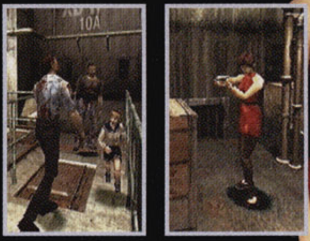
Claire Redfield

Claire is Chris Redfield's younger sister. (Chris was one of the main characters in the first game.) Claire's a tomboy and good at picking locks—the same way Jill was in the first game. Claire spends much of her game protecting little Sherry.

Leon Kennedy

Leon's a rookie cop who can use a variety of weapons, and he has a lighter that's permanently in his item inventory. Ada appears frequently in his game, and he also encounters Claire. Claire and Leon can each carry eight items.

Sherry and Ada



In addition to Claire and Leon, there will be times that you'll control other characters in RE2. In Claire's game, Sherry shows up as an alternate character (right). In Leon's game, you briefly control Ada (left). If Ada's name sounds familiar, that's because it appeared in various personal letters in Resident Evil.

How Evil Is Made

The Resident Evil-doers at Capcom reveal their Evil intent.

Shinji Mikami is the producer of Resident Evil 2 and Resident Evil Director's Cut. Here's what one of the main men behind RE2 has to say.

GamePro: Why was Resident Evil 2 delayed for so long?

Shinji Mikami: We're sorry Resident Evil 2 has been delayed, but we wanted to make it better than the original and better than players expect it to be.

GP: What will Resident Evil fans get out of this game?

SM: A sense of horror that far surpasses that of RE and much-improved graphics and stage effects. After releasing the original game, we listed all the things we wanted to put in the game but couldn't fit. Many of those ideas are in RE2. For example, if you save what you do playing Leon onto the memory card, it affects your game when you play Claire. Also, we've incorporated many features hinting at the relationship between RE and RE2 that should be noticeable only by people who played RE.

GP: In previous interviews it's been said that the horror movie* Zombie *influenced the first Resident Evil game. Have any other movies had an influence on RE2, such as* The Evil Dead *or* Day of the Dead*?

SM: No, RE2 was not influenced by any movie. Rather, it was shaped by player feedback about the first RE and ideas presented by our development staff. The basic concept for Resident Evil was inspired by Capcom's old 8-bit game Sweet Home. The game had a horror theme, a limitation as to the number of items you could carry, and a lot of traps. All of this is incorporated in RE2.

GP: Do you think a game has to be violent and/or gory to be a hit in today's gaming market?

SM: We consider Resident Evil 2 entertainment. Therefore, we are trying to avoid unnecessary levels of violence that cannot be taken as part of the amusement. We are trying to find a way to create suspense and true horror within limits. We hope to please genuine horror fans.

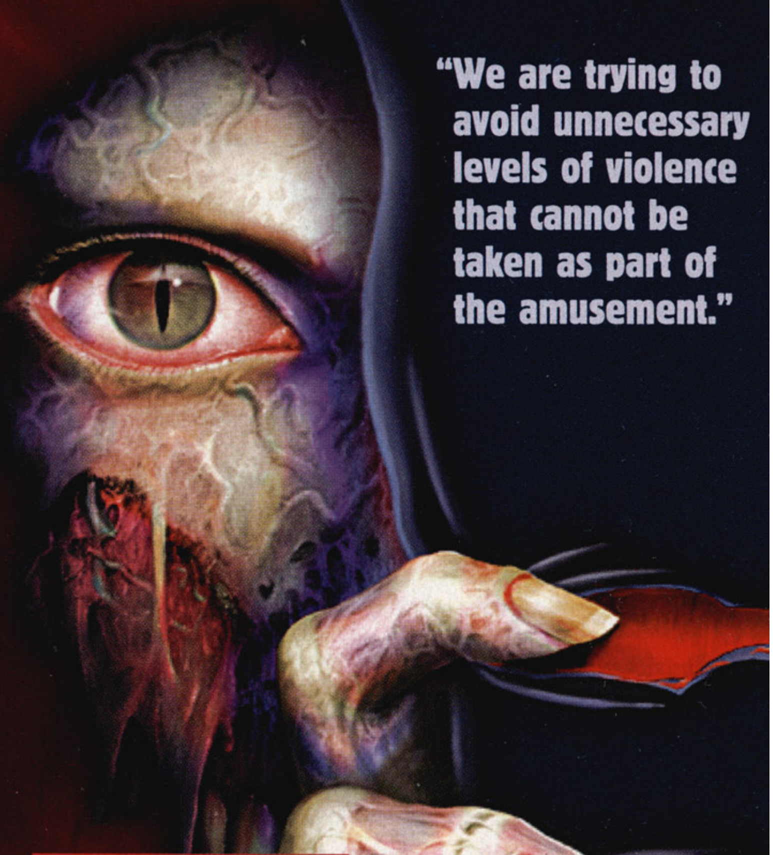
GP: Obviously, the Resident Evil series is designed in Japan by Japanese designers. Themes of horror have universal appeal, but is there something about the nature of horror presented in this game that you would say is "Japanese"?

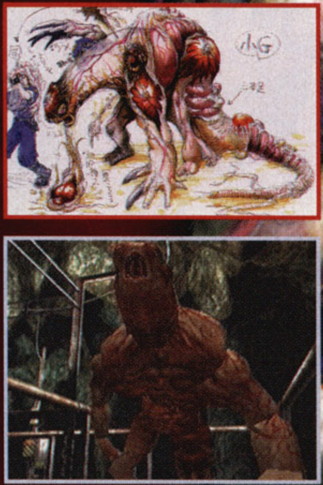
SM: No, we don't think any of the horror elements in RE are "Japanese." But we *are* interested in making a game truly based on Japanese horror in the future.

GP: After RE2, are there any other projects on the horizon? Will RE make it to the N64 or the Saturn?

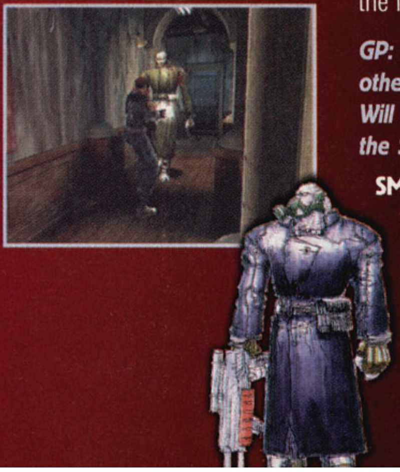
SM: Nothing has been decided for Resident Evil 3, but if Resident Evil 2 becomes a big seller, there will be a sequel. G

"We are trying to avoid unnecessary levels of violence that cannot be taken as part of the amusement."



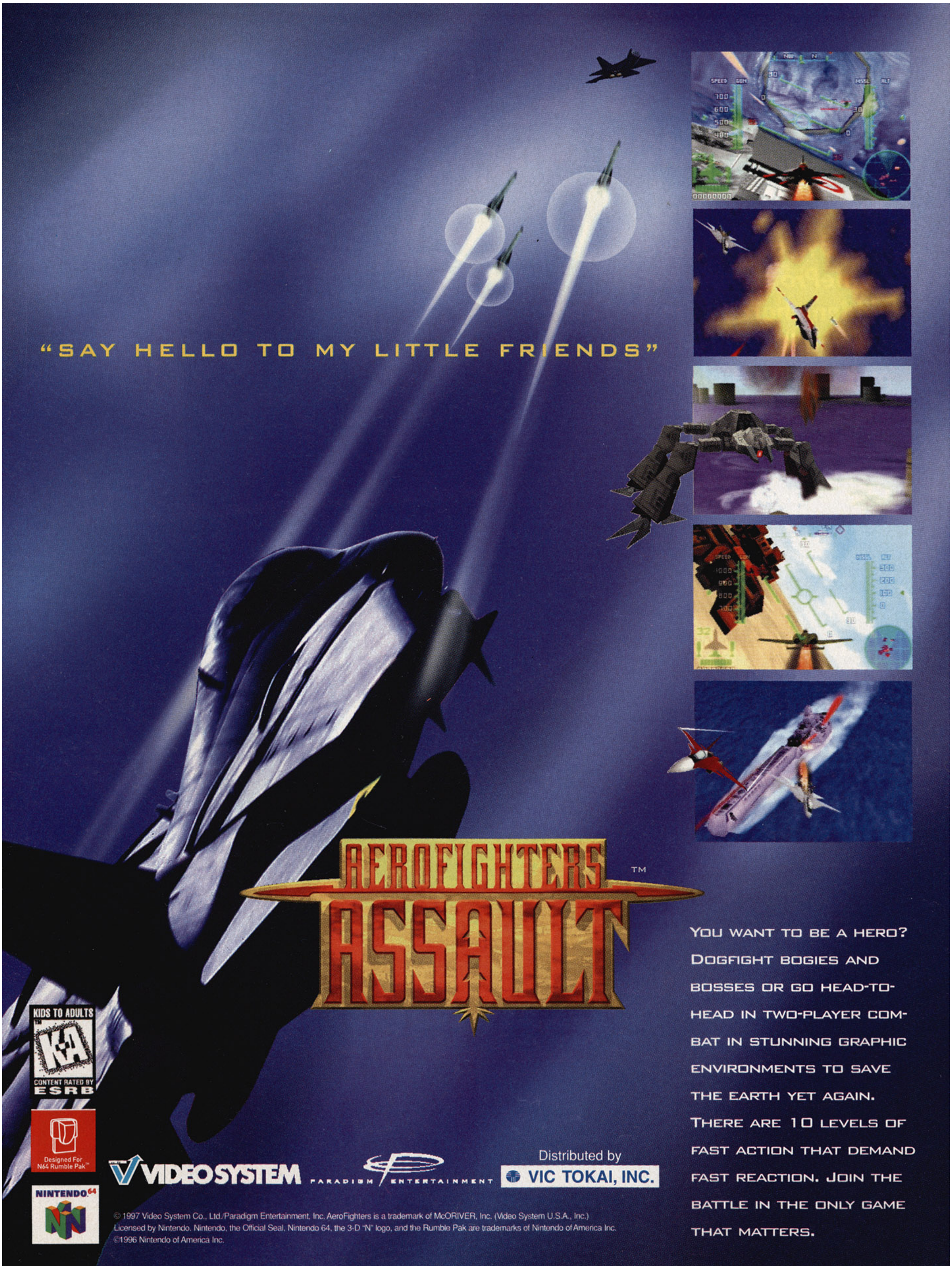


From concept to carnage; one of the many monsters in Resident Evil 2.



Movie Mix-Up

When George Romero's *Dawn of the Dead* was released theatrically overseas, it was titled *Zombie.* To cash in on *Dawn*'s success, Italian filmmaker Lucio Fulici released an unrelated movie titled *Zombie 2.* However, *Zombie 2* was re-titled *Zombie* for a U.S. release. Romero's *Dawn of the Dead* is the movie that influenced Resident Evil, not Fulici's *Zombie.*


"SAY HELLO TO MY LITTLE FRIENDS"
AEROFIGHTERS ASSAULT™
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
Designed For N64 Rumble Pak™
NINTENDO64
VIDEO SYSTEM
PARADIGM ENTERTAINMENT
Distributed by
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YOU WANT TO BE A HERO? DOGFIGHT BOGIES AND BOSSES OR GO HEAD-TO-HEAD IN TWO-PLAYER COMBAT IN STUNNING GRAPHIC ENVIRONMENTS TO SAVE THE EARTH YET AGAIN. THERE ARE 10 LEVELS OF FAST ACTION THAT DEMAND FAST REACTION. JOIN THE BATTLE IN THE ONLY GAME THAT MATTERS.

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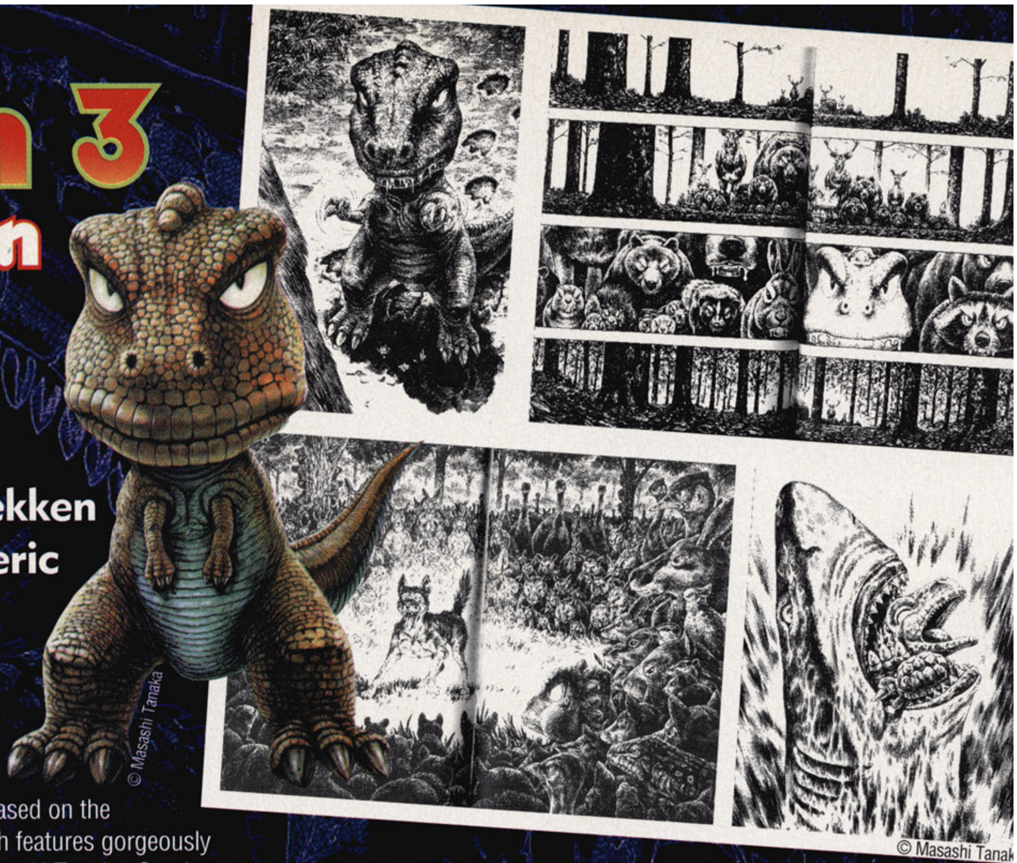
Tekken 3
PlayStation Exclusive!

We have an exclusive *GamePro* scoop on a hidden character in Tekken 3…and it's a pre-hysteric pug from one of the most popular comics in Japan! —By Scary Larry


© Masashi Tanaka

© Masashi Tanaka

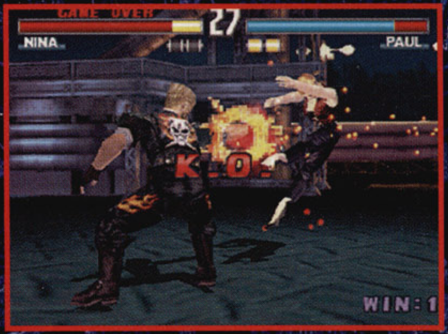
Don't call him a carnosaur… he's been here for years, and his name is Gon. Based on the hugely popular Japanese picture book which features gorgeously detailed black-and-white illustrations by Masashi Tanaka, Gon is a small charismatic reptoid of indeterminate sex and species. Part dinosaur, part crocodile, and all attitude, Gon tears through his adventures with agility and a vicious tenacity, making him a popular character in Japan.

It's Gon With the Win!

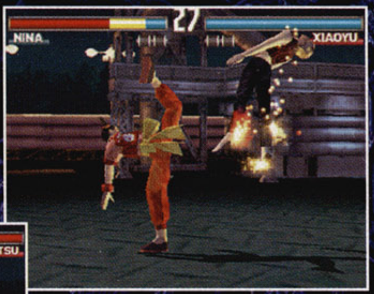
In some of the books, Gon will take on as many as five different foes (including piranhas, wolves, and a Bengal tiger), but in Tekken 3, he'll have to contend with at least 19 characters, possibly more. Will the tough Triassic terror be able to keep up with his martial-arts colleagues, or will he be sent back to the evolutionary slush pile to fight elsewhere? We won't know until Tekken 3 for the PlayStation is released later this year, but the addition of Gon could mean a fighting game that's as fun as it is tough.

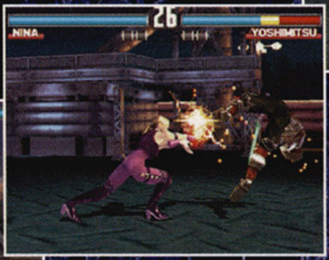
Trackin' Tekken

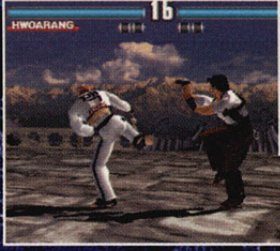
It looks like Tekken 3's development for the PlayStation is proceeding at a blistering pace. Namco of Japan reports that the game will feature all of the arcade's characters, including hidden characters, along with the usually stellar practice mode and a few features not found in the arcade. If Tekken 2 was the reason you bought a PlayStation, then Tekken 3 will be the reason to keep it. G

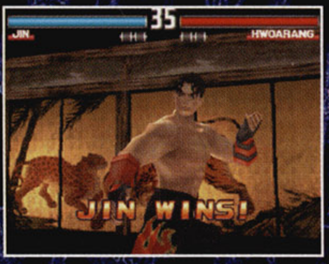


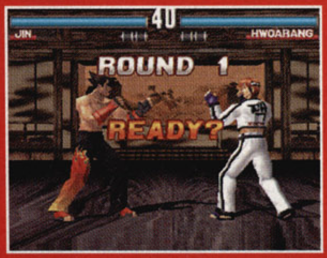
Tekken 3 is ready to rock on your PlayStation, and we've got the exclusive inside info on one of the game's hidden characters!

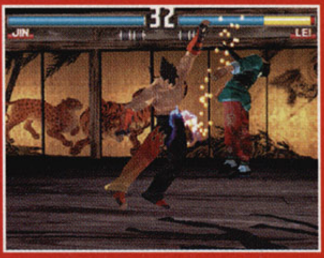


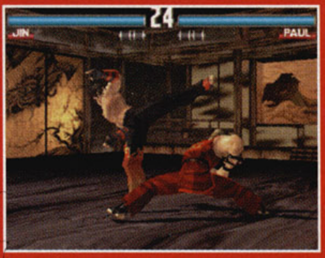


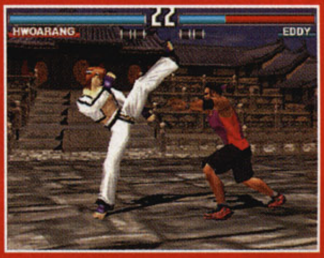












TIME 24
POSITION 03
LAP TIME
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GENKI
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5/10 POSITION
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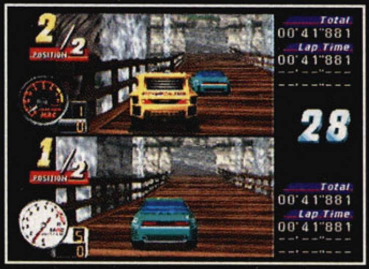
2/2 POSITION
Total 00'41"881
Lap Time 00'41"881
28
1/2 POSITION

TIME 51
POSITION 06
135km

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Is it really just a game?

Multi-Racing Championship blurs more than just the scenery. It blurs the line between gaming and reality.

Each of MRC's eight, fully customizable vehicles (plus two other secret vehicles) allow you to tweak gears, brakes, suspension and more. And you'll need to, because MRC's three intense courses pit you against more than just the clock. You'll be up against neck snapping terrain, nasty weather and up to 20 other drivers at a time.

Designed for the N64 Rumble Pak, MRC's detailed graphics, sound and multiple viewing perspectives can mean only one thing.

It starts where all the others finish.

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NINTENDO 64

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

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Nintendo's Got Games!

NINTENDO'S

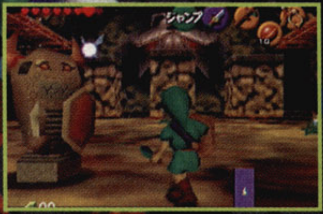
Although Nintendo had no playable 64DD games at its SpaceWorld show in Tokyo, a strong lineup of upcoming N64 and Game Boy titles bodes well for American gamers.

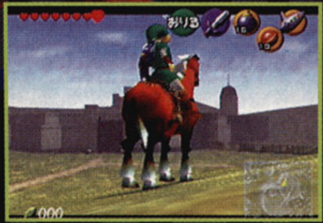
By Scary Larry and Ken Ogasawara

The Big Guns

Zelda 64

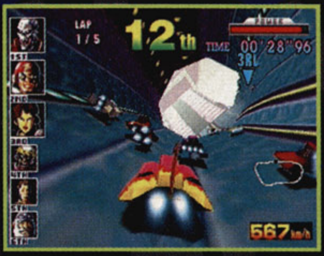
The eagerly awaited sequel to Zelda: A Link to the Past is almost ready (it may be available in Japan by March), and this new title features 3D action. Among other things, Link can now ride a horse, and he'll be able to throw his boomerang into the distance from a first-person perspective (you watch as it becomes a speck on the horizon, then wait as it grows larger on its return path).

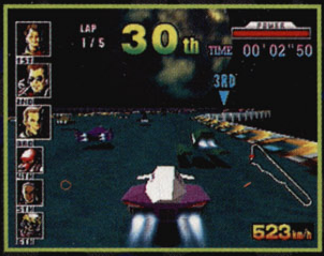




F-Zero X

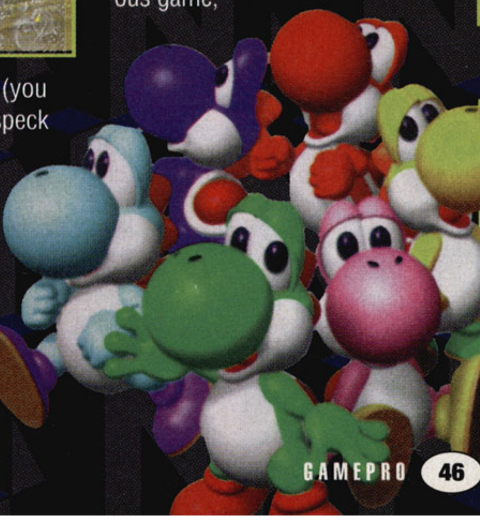
A colorful update to the fantastic SNES racing game, F-Zero X looks as fast and as fun as the original. With more than 20 sleek and sinister cars to choose from, awesome tracks, and several multiplayer modes, F-Zero X will definitely please racing fans.

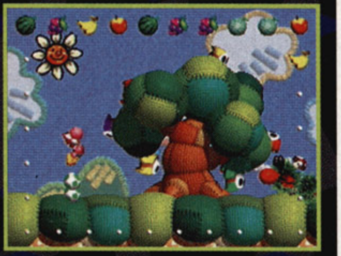


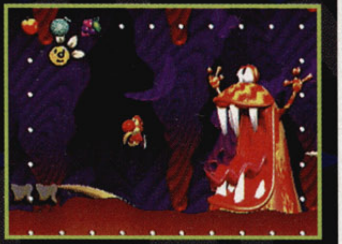


Yoshi's Story

An update to Yoshi's Island, Yoshi's Story will be minus one major sore point—Baby Mario won't be riding Yoshi around, which also means no annoying crying when Mario is knocked off. Although as colorful and cutesy as the previous game, this action title's challenging gameplay should appeal to a wide audience.

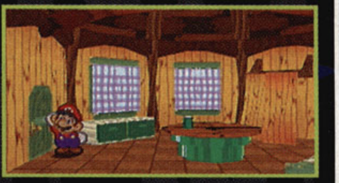


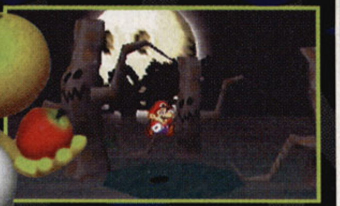




Super Mario RPG 2

A follow-up to the smash SNES game, Super Mario RPG 2 looks like a sure-fire hit for the N64. These screens show the beginning of a game that could be huge and fun to play, too.

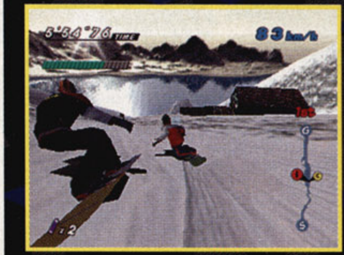




The Contenders

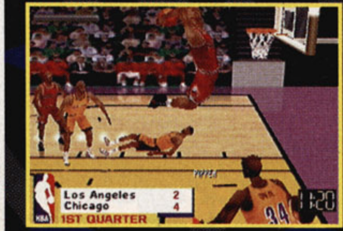
1080 Snowboarding

Even though it's very early in development, 1080 Snowboarding looks gorgeous. It may not be Wave Race 64 in the snow, but it looks just as good as that game with its beautiful backgrounds and detailed skiers.



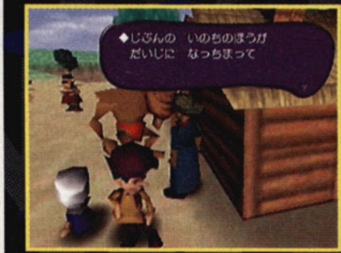
NBA Basketball

A great-looking hoops game with very detailed graphics, NBA Basketball could be the slam-dunk b-ball sim that the N64 needs badly. It looks smooth, but will its gameplay shoot the trey or hit the rim?



Mother 3

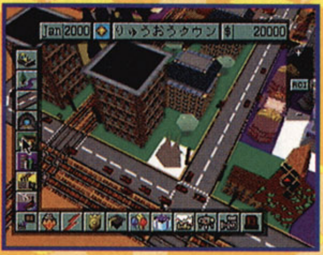
Mother 3's the N64 follow-up to Earthbound, and these early screens make it look as funky and funny as the SNES game.



GOT GAMES: SpaceWorld '97

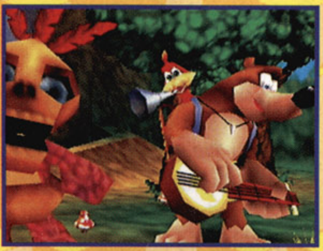
SimCity 64

Build your city, then take a virtual tour of it. Hope you didn't put in muggers.



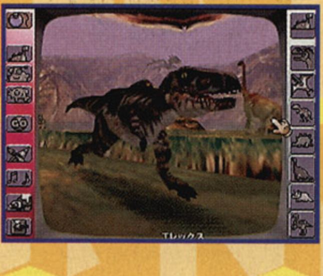
Banjo-Kazooie

Banjo made its debut last summer at the E3 show in Atlanta, Georgia, but a more finished version was on hand at SpaceWorld. It looks pretty much the same with bright and colorful graphics and massive stages like Mario 64.



Mario Artist 64

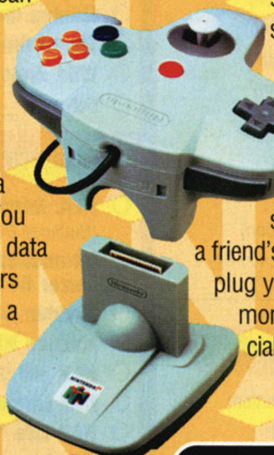
The first of four fun-with-graphics games, Mario Artist 64 will include a paint program, a 3D rendering program, a game creator, and (possibly) an animation simulator. This game will be bundled with the new N64 mouse.

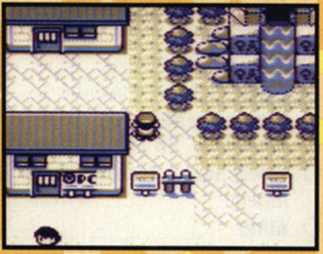


The Wild, Weird, and Wonderful

Pocket Monster

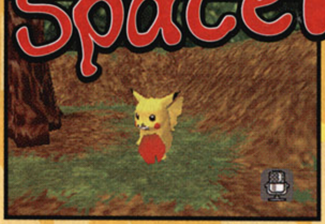
Pocket Monster for the Game Boy is so popular in Japan that Nintendo delayed game production on N64 titles to support it. Pocket Monster is a cross between a Tamagotchi and Monster Rancher: You can play against other monsters from other Game Boy carts via the Game Link after you "capture" (defeat) a friend's monster. You can then download data about your monsters to the N64 through a special cart (see photo at right). This popular series has a few N64 spinoffs, such as...

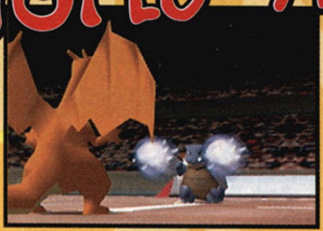




Pikachu Genkidechu

This game starring a Pocket Monster-based character may be a little too young for hardcore gamers. Its cute and cuddly nature makes it a less than formidable fighter on the N64. One remarkable characteristic of this game, however, is the voice-activated N64 plug-in that's being developed which will enable you to command the game through simple one-word controls. Other games are also being developed for this peripheral.



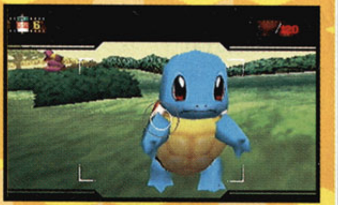


Pokemon Stadium

An N64 fighting game similar to Monster Rancher ("Pokemon" is short for "Pocket Monster"), Pokemon Stadium enables you to fight against other Pokemon characters and against saved characters from a friend's system. You can also plug your Game Boy Pokemon into the cart via a special slot on the controller.

Pokemon Snap

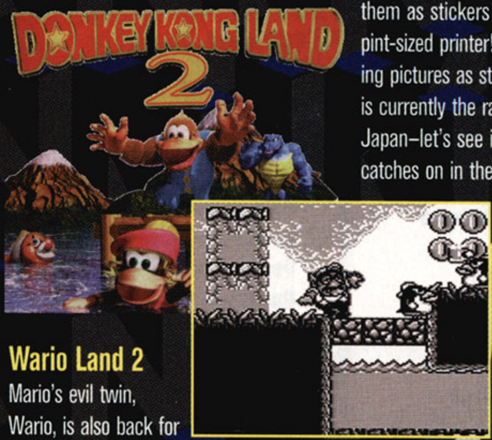
Not much is known about this screen-capturing peripheral, but it looks like it has the ability to capture single-frame shots and store them (possibly on the internal RAM or memory card). This should be great for keeping track of high scores.



Other Game Boy News

Donkey Kong Land 2

The sequel to last year's highly successful Game Boy title, Donkey Kong Land 2 stirs up more banana-grabbing fun. Dixie and newcomer Kiddie Kong take center stage in this side-scrolling action game.

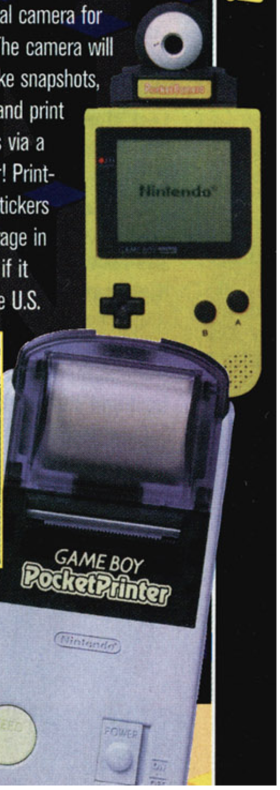


Wario Land 2

Mario's evil twin, Wario, is also back for another round on the Game Boy. This was an amazing game two years ago, and the series is definitely ready for a sequel.

Digital Game Boy?

Nintendo is rumored to be bringing out a pint-sized digital camera for the Game Boy. The camera will enable you to take snapshots, touch them up, and print them as stickers via a pint-sized printer! Printing pictures as stickers is currently the rage in Japan—let's see if it catches on in the U.S.



GamePro's Annual Readers' Choice Awards

You pick 'em, we post 'em. Here's your chance to tell us what you thought were the best games of 1997.

Best Fighting Game

- ○ **Dark Rift** (Nintendo 64)
- ○ **Dynasty Warriors** (PlayStation)
- ○ **Fighters Megamix** (Saturn)
- ○ **Mace: The Dark Age** (Nintendo 64)
- ○ **Marvel Super Heroes** (Saturn)
- ○ **Mortal Kombat Trilogy** (Saturn)
- ○ **Soul Blade** (PlayStation)
- ○ **Star Wars: Masters of Teräs Käsi** (PlayStation)
- ○ **Street Fighter Collection** (Saturn)
- ○ **Street Fighter EX Plus** (PlayStation)
- ○ **WCW vs. NWO World Tour** (Nintendo 64)
- ○ **WCW vs. the World** (PlayStation)
- ○ **Other** ____________

Best Action/Adventure Game

- ○ **Blast Corps** (Nintendo 64)
- ○ **Castlevania: Symphony of the Night** (PlayStation)
- ○ **Crash Bandicoot 2: Cortex Strikes Back** (PlayStation)
- ○ **Croc: Legend of the Gobbos** (Saturn)
- ○ **Crusader: No Remorse** (Saturn)
- ○ **Die Hard Arcade** (Saturn)
- ○ **Fighting Force** (PlayStation)
- ○ **Lost World: Jurassic Park** (PlayStation)
- ○ **MDK** (PlayStation)
- ○ **Mega Man X^4** (PlayStation)
- ○ **Mortal Kombat Mythologies: Sub-Zero** (Nintendo 64)
- ○ **Nightmare Creatures** (PlayStation)
- ○ **Oddworld: Abe's Oddysee** (PlayStation)
- ○ **Resident Evil** (Saturn)
- ○ **Spider** (PlayStation)
- ○ **Time Crisis** (PlayStation)
- ○ **Tomb Raider II** (PlayStation)
- ○ **Treasures of the Deep** (PlayStation)
- ○ **Other** ____________

Best Driving/Racing Game

- ○ **Diddy Kong Racing** (Nintendo 64)
- ○ **Extreme-G** (Nintendo 64)
- ○ **Felony 11-79** (PlayStation)
- ○ **Formula One Championship Edition** (PlayStation)
- ○ **Moto Racer** (PlayStation)
- ○ **NASCAR '98** (PlayStation)
- ○ **Rage Racer** (PlayStation)
- ○ **Rally Cross** (PlayStation)
- ○ **San Francisco Rush** (Nintendo 64)
- ○ **Super Mario Kart 64** (Nintendo 64)
- ○ **Test Drive 4** (PlayStation)
- ○ **Top Gear Rally** (Nintendo 64)
- ○ **Other** ____________

Best Vehicle Shooter

- ○ **Ace Combat 2** (PlayStation)
- ○ **Aerofighters Assault** (Nintendo 64)
- ○ **Colony Wars** (PlayStation)
- ○ **G Police** (PlayStation)
- ○ **Mass Destruction** (Saturn)
- ○ **Nuclear Strike** (PlayStation)
- ○ **RayStorm** (PlayStation)
- ○ **StarFox 64** (Nintendo 64)
- ○ **Other** ____________

Best Corridor Shooter

- ○ **Codename: Tenka** (PlayStation)
- ○ **Doom 64** (Nintendo 64)
- ○ **Duke Nukem 3D** (Saturn)
- ○ **Duke Nukem 64** (Nintendo 64)
- ○ **GoldenEye 007** (Nintendo 64)
- ○ **Hexen** (Nintendo 64)
- ○ **Powerslave** (PlayStation)
- ○ **Quake** (Saturn)
- ○ **Turok: Dinosaur Hunter** (Nintendo 64)
- ○ **Other** ____________

Best Role-Playing Game

- ○ **Alundra** (PlayStation)
- ○ **Dragon Force** (Saturn)
- ○ **Final Fantasy VII** (PlayStation)
- ○ **Ogre Battle Limited Edition: March of the Black Queen** (PlayStation)
- ○ **Shining the Holy Ark** (Saturn)
- ○ **Tail of the Sun** (PlayStation)
- ○ **Wild Arms** (PlayStation)
- ○ **Other** ____________

Best Sports Game

- ○ **FIFA: Road to World Cup '98** (Nintendo 64)
- ○ **International SuperStar Soccer 64** (Nintendo 64)
- ○ **Madden 64** (Nintendo 64)
- ○ **Madden NFL '98** (PlayStation)
- ○ **MLB '98** (PlayStation)
- ○ **NBA Action '98** (Saturn)
- ○ **NBA Live '98** (PlayStation)
- ○ **NFL GameDay '98** (PlayStation)
- ○ **NFL Quarterback Club '98** (Nintendo 64)
- ○ **NHL '98** (PlayStation)
- ○ **Triple Play '98** (PlayStation)
- ○ **Wayne Gretzky's 3D Hockey '98** (Nintendo 64)
- ○ **World Series Baseball '98** (Saturn)
- ○ **Other** ____________

Best Puzzle/Strategy Game

- ○ **Bomberman 64** (Nintendo 64)
- ○ **Buster Brothers Collection** (PlayStation)
- ○ **Command and Conquer: Red Alert** (PlayStation)
- ○ **Intelligent Qube** (PlayStation)
- ○ **Parappa the Rapper** (PlayStation)
- ○ **Poy Poy** (PlayStation)
- ○ **Saturn Bomberman** (Saturn)
- ○ **Super Puzzle Fighter II Turbo** (Saturn)
- ○ **Tecmo Stackers** (PlayStation)
- ○ **Tetrisphere** (Nintendo 64)
- ○ **Warcraft II: The Dark Saga** (PlayStation)
- ○ **Other** ____________

Best Arcade Game

- ○ **Alpine Racer 2** (Namco)
- ○ **House of the Dead** (Sega)
- ○ **Lost World: Jurassic Park** (Sega)
- ○ **Mace: The Dark Age** (Atari)
- ○ **Marvel Super Heroes vs. Street Fighter** (Capcom)
- ○ **Mortal Kombat 4** (Midway)
- ○ **NFL Blitz** (Midway)
- ○ **Sega Super GT** (Sega)
- ○ **SF Rush the Rock** (Midway)
- ○ **Street Fighter 3** (Capcom)
- ○ **Tekken 3** (Namco)
- ○ **Vampire Savior** (Capcom)
- ○ **Other** ____________

Best Console Game of 1997

- ○ **Castlevania: Symphony of the Night** (PlayStation)
- ○ **Colony Wars** (PlayStation)
- ○ **Crash Bandicoot 2: Cortex Strikes Back** (PlayStation)
- ○ **Diddy Kong Racing** (Nintendo 64)
- ○ **Final Fantasy VII** (PlayStation)
- ○ **GoldenEye 007** (Nintendo 64)
- ○ **Madden 64** (Nintendo 64)
- ○ **NBA Live '98** (PlayStation)
- ○ **Nightmare Creatures** (PlayStation)
- ○ **Oddworld: Abe's Oddysee** (PlayStation)
- ○ **Parappa the Rapper** (PlayStation)
- ○ **Soul Blade** (PlayStation)
- ○ **StarFox 64** (Nintendo 64)
- ○ **Star Wars: Masters of Teräs Käsi** (PlayStation)
- ○ **Super Mario Kart 64** (Nintendo 64)
- ○ **Tomb Raider II** (PlayStation)
- ○ **Other** ____________

To Vote...

All ballots must be received by March 1, 1998. To vote, mail this ballot to *GamePro* Magazine, Readers' Choice Awards, P.O. Box 5828, San Mateo, CA 94402. Or make your voice heard online by heading to our Web site, *www.gamepro.com,* and voting on the online ballot. Results will appear in the July 1998 issue.

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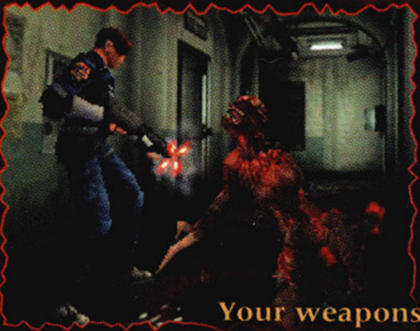

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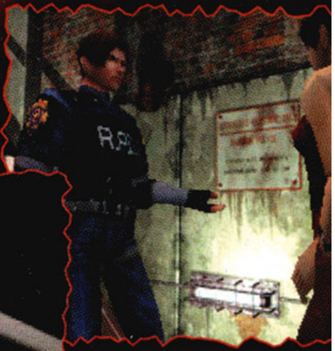

“EVEN MORE GOR

– PSM MAGAZINE

THINK A

RESIDENT EVIL 2 HAS RISEN.

The most anticipated gaming event of 1998 has arrived. Resident Evil™ 2, the shocking sequel to the *Consumer's Choice: Best PlayStation Game Overall*, plunges horror fans into the most intense, the most terrifying game experience ever crafted. You see evil. You hear evil. You're overwhelmed by evil, as you fight through hordes of flesh-starved zombies, bloodthirsty beasts and other mutations of modern science. Will you survive the horror?

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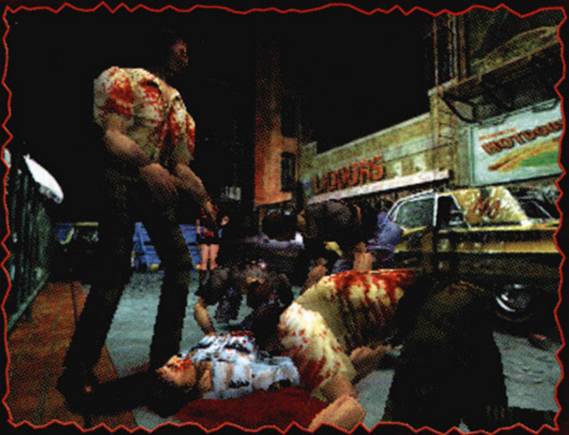

Twice the blood. Twice the gore.

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Splatter entrails all over
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“An Intense And
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That Chills The Spine.”
– Game Informer

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CORRECT

CONGRATULATIONS, THE HOMERUN COUNTS. YOU OBVIOUSLY KNOW YOUR BASEBALL AND ARE EXACTLY THE KIND OF FAN WE MADE VR BASEBALL™ 99 FOR.

CHECK OUT THE DEMO
AT WWW.VRSPORTS.COM

VR BASEBALL™ 99

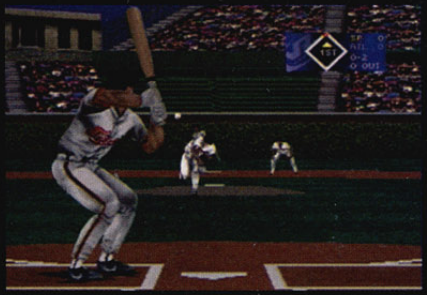
Actual screen shot.

VR Baseball™ **99.** It's a smarter, more accurate baseball game created specifically for baseball enthusiasts like yourself. People who appreciate an AI smart enough to know that **Kenny Lofton** should score from 2nd on a gapper to the wall; that a pitcher should walk **Mark McGwire** with a base open and the game on the line; and that **Raul Mondesi's** gun is strong enough to skip the cut off man and go straight home. This isn't just another baseball game. This is baseball.

VR Baseball 99 has detailed baseball animations including motions for collision. When a runner breaks up a double play and slides into second base, you can see the shortstop get knocked on his butt. **Andruw Jones** will dive to catch hard line drives, and baserunners round the bases instead of making perpendicular cuts. We've also quickened the pace of baseball by adding a variety of quick key short cuts to speed up gameplay, and by adding an innovative menuless pitching interface that let's you pitch to a nearly infinite number of locations instantly. Which means you're now able to throw a **Greg Maddux** fastball without tipping your hand to your opponent.

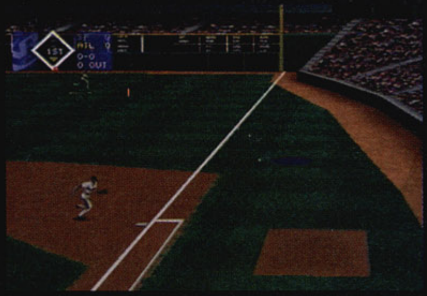
This is it. The baseball game for baseball purists. So, again, congratulations on passing our test. And now, to reward yourself, head over to your local video game store and pick up a copy of VR Baseball 99. Play what you've been missing.

Available March 1998.



Smarter AI really understands baseball, and has true player attitude. Cecil Fielder doesn't bunt, pitchers are pulled when they get shelled, and fielders are strategically shifted. From shattered bats to ball players talking smack, it's all here.

A "smart camera" always selects the best angle for gameplay in real time. You'll see the players, even the outfielders, up close and in full detail as you make the play. So now when players like Derek Jeter stab a line drive, you'll be right on top of the action.



Fielding Practice and "Homerun Challenge"– two bonus arcade style games. See what it's like to make a diving catch through the eyes of Jim Edmonds, or challenge guys like Tino Martinez and get your name up on the leader board in the Homerun Challenge.

www.vrsports.com

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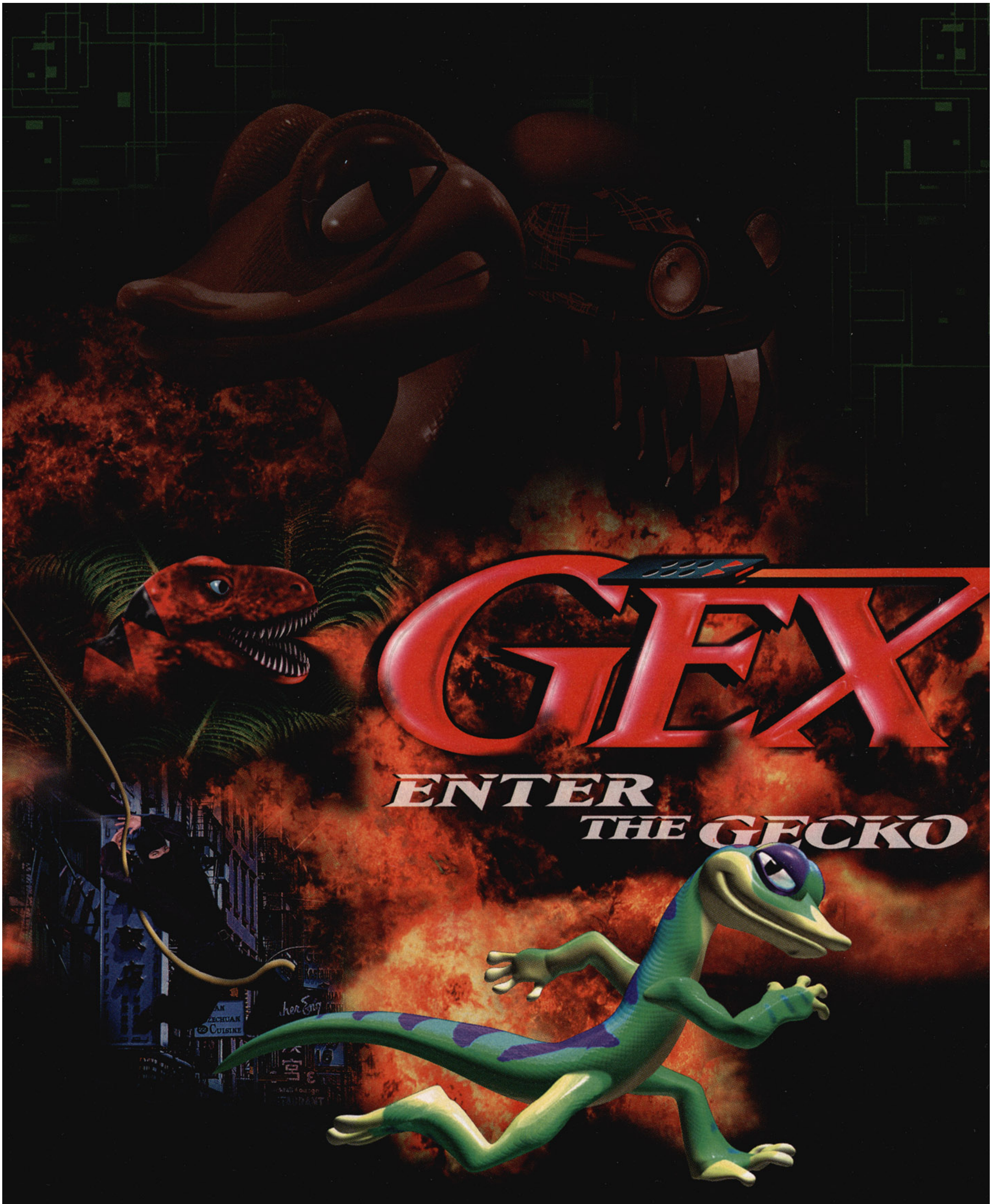

AN EVIL MASTERMIND OUT TO DESTROY TELEVISION. A RENEGADE

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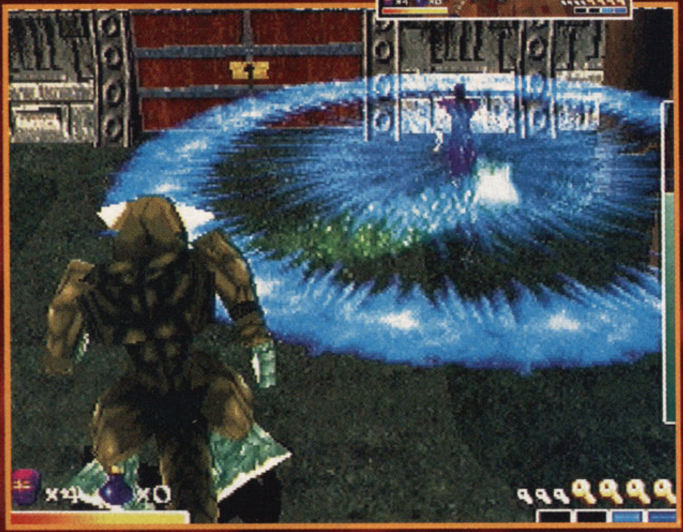
Ninja

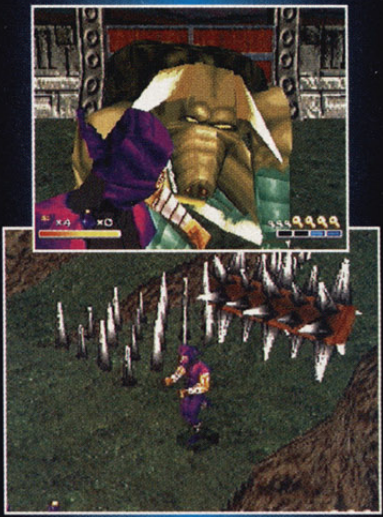
PlayStation

By Major Mike



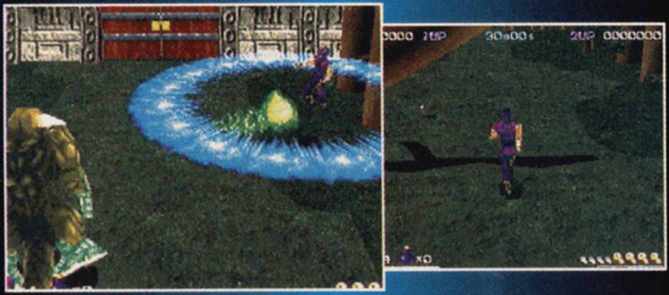
Eidos's action title Ninja is lookin' good thanks to strong graphics, cool stages, and giant bosses. Look out, Sub-Zero—Ninja looks like tough competition in the shadow-master dojo.

Gameplay and Fun Factor



Eidos is at it again with more 3D brawling action. Ninja is the name of its upcoming beat-em-up, and from what we've seen so far, the game looks like a topnotch action title. Armed with various weapons (like throwing stars) and possessing lethal hand-to-hand fighting skills, you must guide your ninja through several levels filled with enemies, traps, and bosses.

Graphics



Ninja's graphics are clean, detailed, and almost free of the breakup problems that plague other 3D action titles (like Tomb Raider II, for example). The preview version featured some stunning visual effects, like falling trees, big bosses, and cool stages. The only sore spot is the characters: They look awkward while moving around the screen—sometimes they almost look like they're hopping instead of running.

Controls

It's simple to move your ninja around the screen, but it's difficult to see where he will land while jumping—especially when it's across water or dangerous pits. The inability to customize your controller also doesn't help—having only six preset configurations to choose from simply won't do. Hopefully these shortcomings will be fixed in the final version.

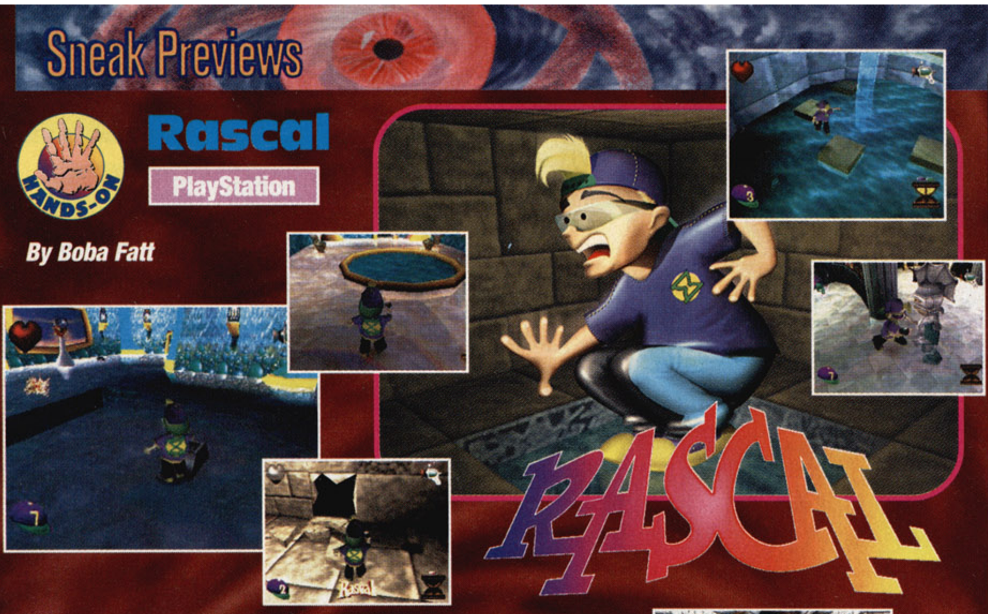
Developed by Core Studios
Published by Eidos
Available May

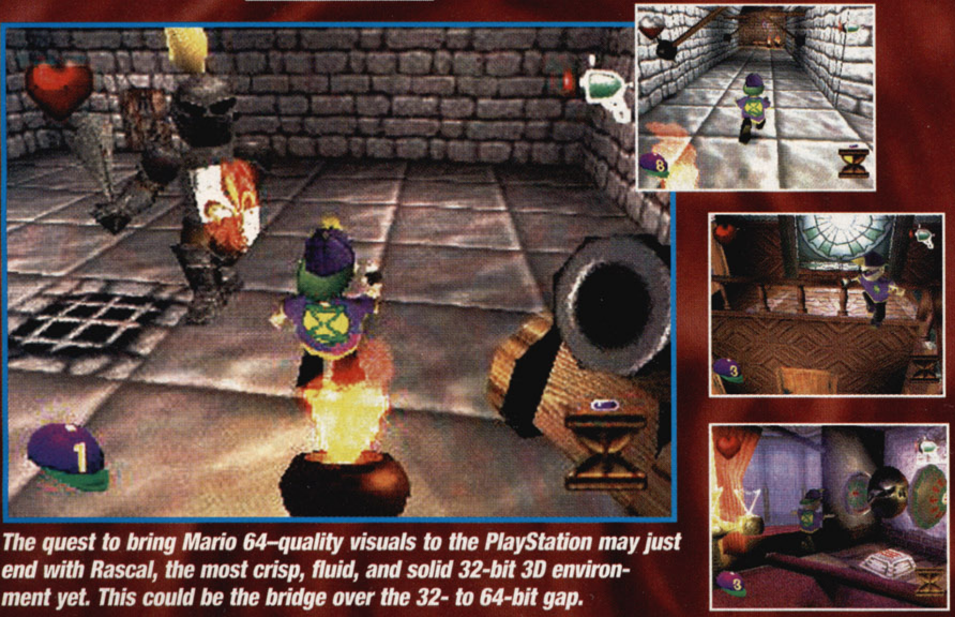
50% COMPLETE

Rascal

PlayStation

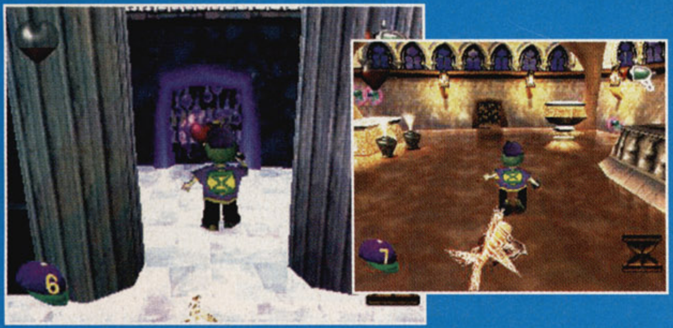
By Boba Fatt





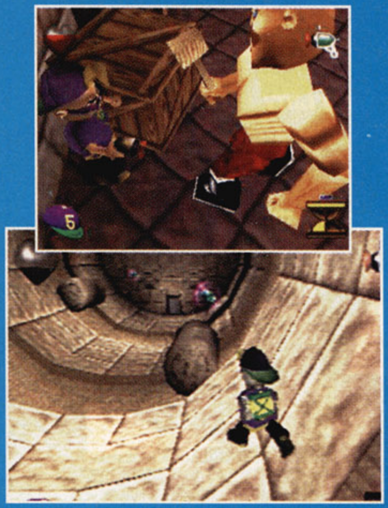
The quest to bring Mario 64–quality visuals to the PlayStation may just end with Rascal, the most crisp, fluid, and solid 32-bit 3D environment yet. This could be the bridge over the 32- to 64-bit gap.

Time-Traveling Mayhem



While playing as Rascal, your objective is to race through different eras in seven 3D worlds to rescue your father from the tyrannical Time Overlord. The ability to move through time had yet to be implemented in this demo, but Rascal's already shaping up nicely as a PlayStation alternative to the upcoming N64 3D platformers, Conker's Quest and Banjo-Kazooie. The load time was the same as in Croc, with doors providing a short pause between rooms. This slows down the game's pace, but it's not particularly disturbing since you need a breather after each room's puzzle or challenge anyway.

Bubble, Bubble, Toil & Trouble

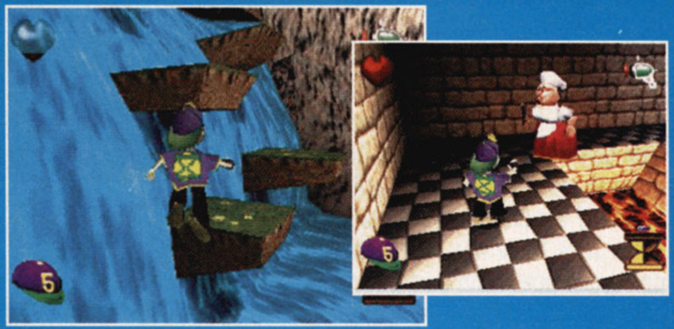


There's no doubt Rascal's following in the footsteps of Croc and Mario with silly, nonthreatening villains and G-rated violence. The gore crowd probably won't be drawn to Rascal's fire power, which features a decidedly tame-looking bubble gun. However, this game isn't ready to roll over and play kiddie just yet. You'll face creepy spiders, poison darts, searing lava, rolling logs, crazy Aztecs, and a winding chute—and that's just on the first level.

Developed by Traveller's Tales
Published by Psygnosis
Available March

60% COMPLETE

Work In Progress

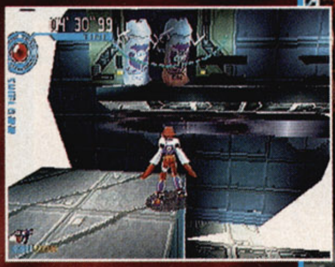


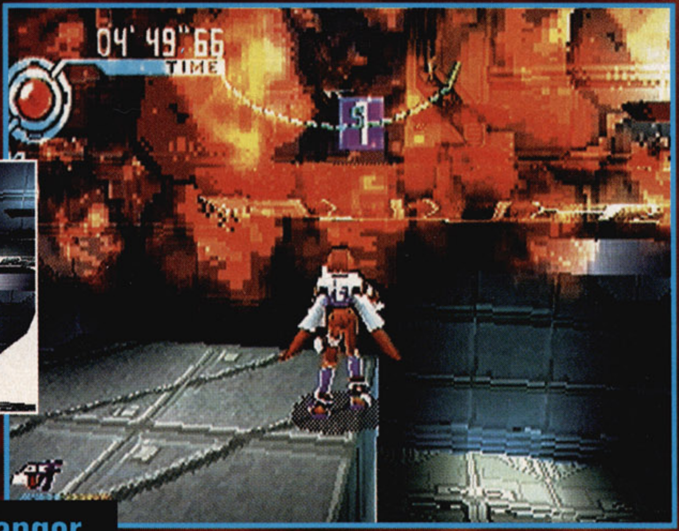
Rascal's visuals are phenomenal: There's almost no polygonal breakup, and the soft textures and smooth objects are comparable to Super Mario 64. Graphics alone don't make a game great, however, and this early version of Rascal's still far from perfect: The loose controls made precision jumping impossible, and the in-game camera can't be manually controlled. Hopefully Psygnosis will fix these problems before the final release so the game's gorgeous graphics won't go to waste.

Burning Rangers

Saturn

By Scary Larry





Sega's finally lighting the Saturn up with a fun game. A cross between Nights and the movie Backdraft, *Burning Rangers could turn out to be one hot ticket!*

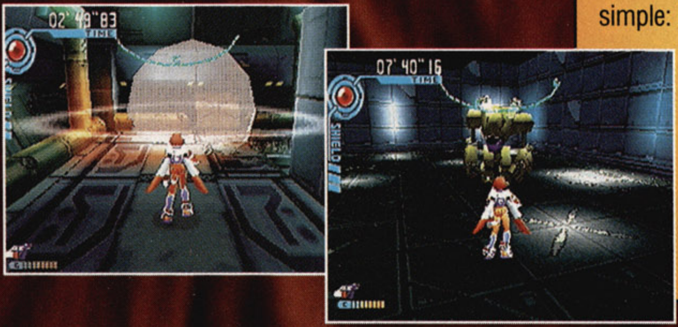
You're Fired!

In Burning Rangers, you play as either the female or male half of a two-person firefighting team who is called in to battle high-rise and industrial fires. Your objectives are simple: Put out a few fires and save a few lives. The problem is there's more fire here than Hell could hold, it's all creeping toward you, and it's got a life of its own—you'll see fire cyclones, backdrafts, firewalls, and firestorms, to name a few.

When You're a Ranger

CHOOSE YOUR PLAYER

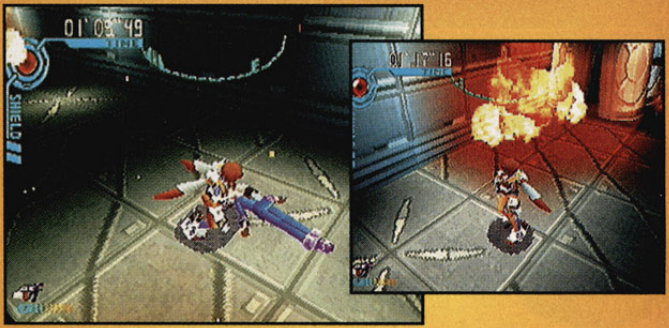
Your only weapon is a dual gun that either sprays foam to extinguish small fires or when charged, releases a mushroom cloud of oxygen-sucking power to put out the big blazes. You can also blow up fuel tanks, blast out floors, and, oh yeah, find people who are knocked unconscious and zap them back to safety. You also come equipped with a jet pack that can quickly get you out of trouble.



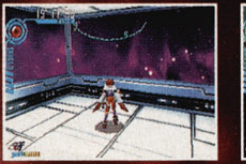
Developed by Team Sonic
Published by Sega
Available April

20% COMPLETE

Too Hot to Handle



The screen-shaking explosions and fast action were already dazzling enough in this preview version, but Sega should definitely work on minimizing the incredible pixelization and on toning down the major clipping. If it does, we could have one of the hottest games this season—and it's a Saturn-only exclusive!

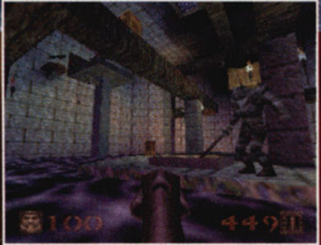
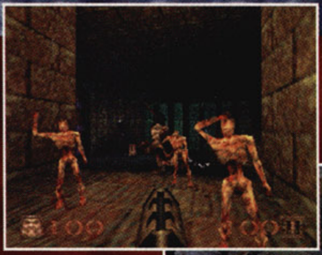
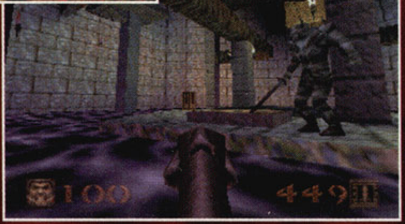
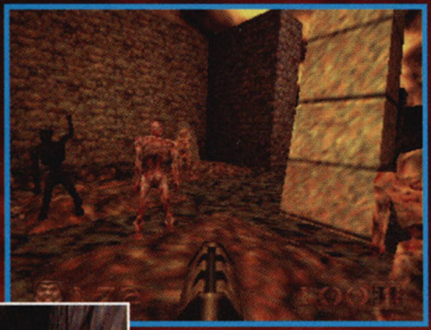
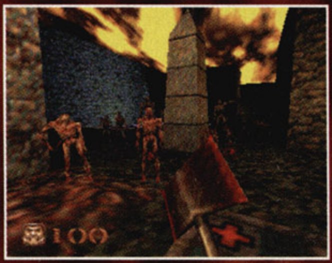
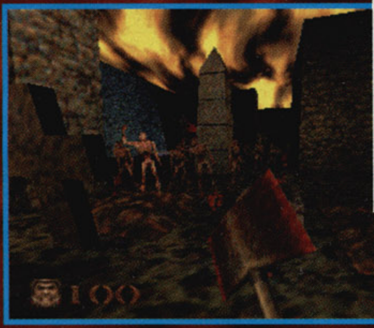
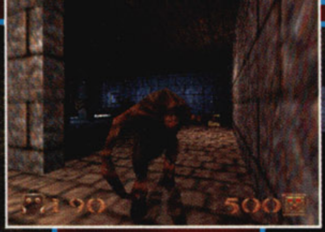
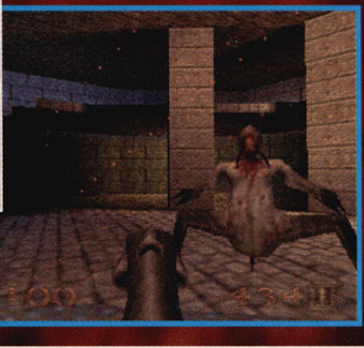


Quake

FIRST LOOK

Nintendo 64

Although it debuted on the PC over a year ago, the power of Quake has not diminished one bit. A nightmarish, gory corridor shooter, Quake was also one of the fastest, most graphically advanced gun-totin' games ever—and from the detailed screens we saw of this 30% version, the graphic storm of the PC title will continue to rain onto the N64, bringing realistic textures, gruesomely detailed enemies, and the chilling, dark atmosphere of the original. Developed by the team that brought Doom to the N64, we can expect Quake to be another fantastic, dark corridor ride to Hell. —*Scary Larry*

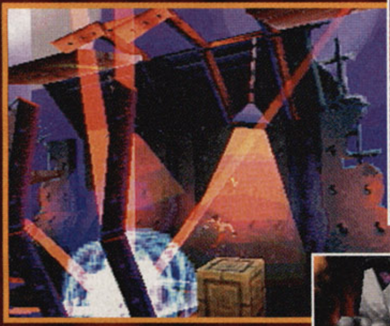
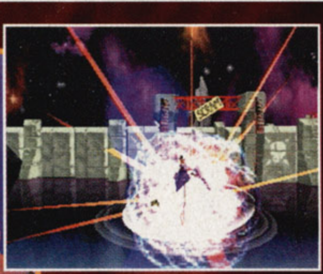
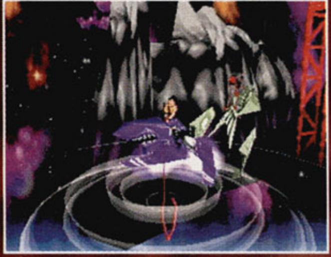
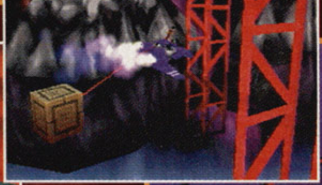
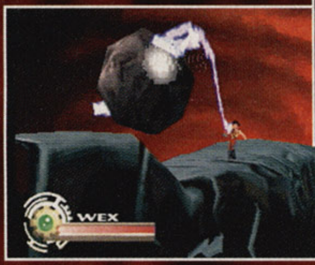
Developed and published by Midway Home Entertainment
Available March
30% COMPLETE

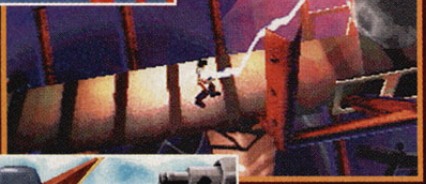
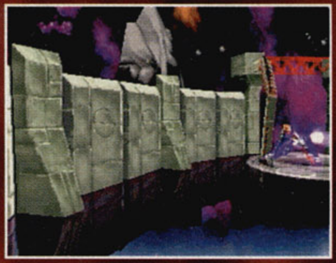
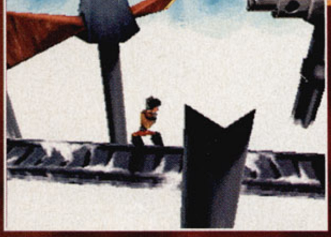
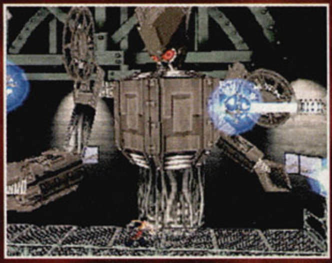
Wild 9s

UPDATE! UPDATE!

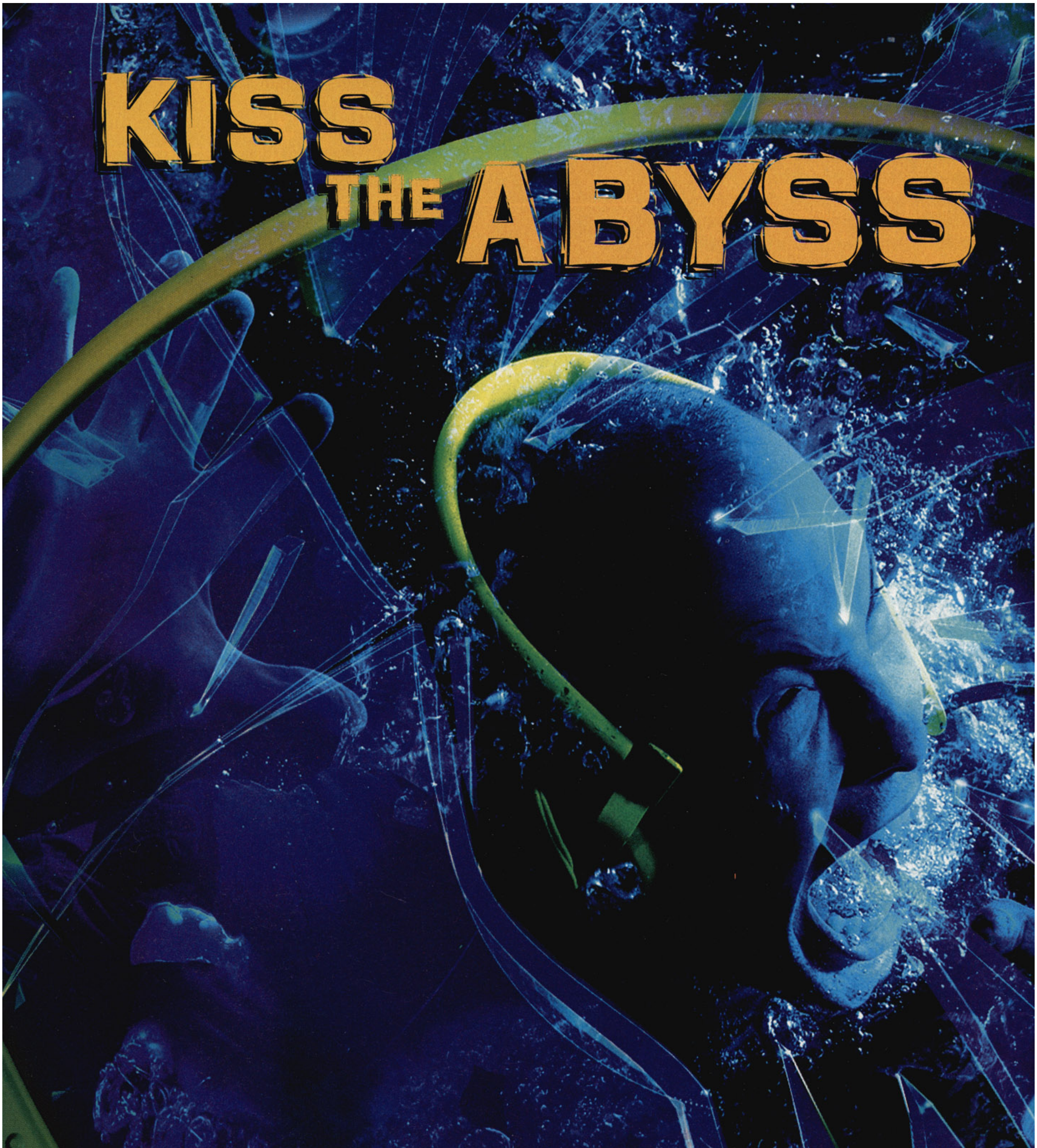
PlayStation

Although we first reported on this game way back in the January 1997 issue (see "Sneak Previews"), Wild 9s is finally getting closer to completion, and it looks like it's going to be worth the wait. A fast and furious adventure game, it tells the story of Wex Major, an adventurous 21st-century teenager who becomes entangled in a plot to destroy the universe. Wex befriends and enlists the help of eight alien teenagers, who have been orphaned by the evil Karn. Using a huge biomechanical arm, Wex will attempt to destroy 500-pound electrified frogs, maniacal chainsaw-wielding black sheep, and other hilarious enemies. The game takes place in a 3D world, and the good-looking screens suggest that Wild 9s will provide a wild time.—*Scary Larry*

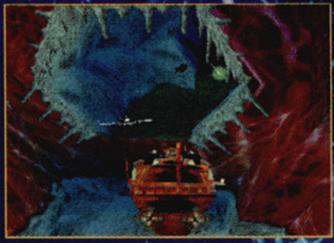
Developed by Shiny Entertainment
Published by Interplay
Available Spring '98
70% COMPLETE


KISS
THE ABYSS

IMPLOSIVE REAL-TIME 3D GRAPHICS.

1 Pod Acquired, 4 Left

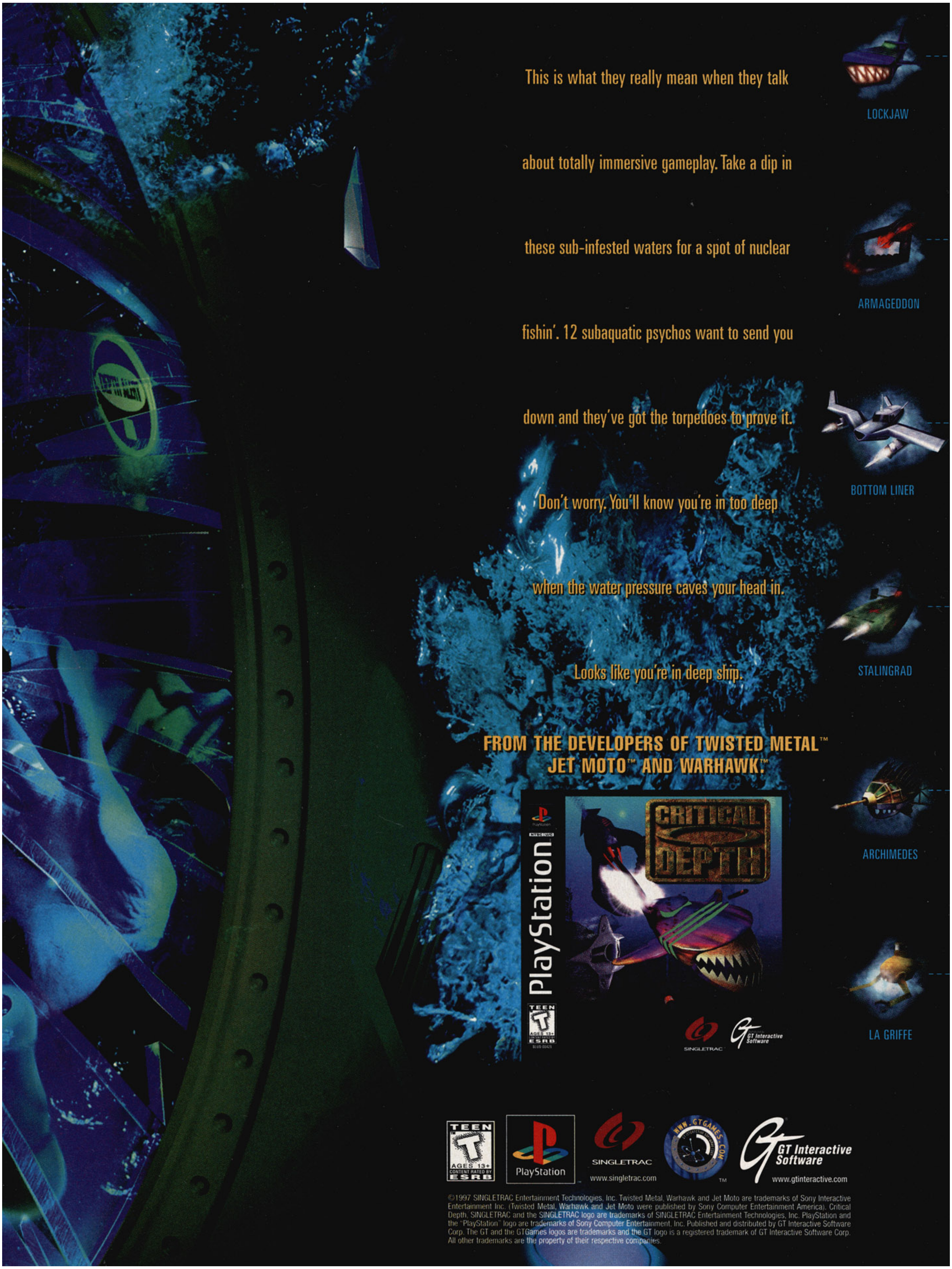
DEEP SEA MULTI-PLAYER
GAME MODES.



10 TOTALLY DIFFERENT
HULL-CRUSHING ENVIRONMENTS.

4 Pods Acquired, 1 Left

PIRANHA SWARMS, MAGNETIC SUCKERS,
DEPTH CHARGES AND MORE!


LOCKJAW
ARMAGEDDON
BOTTOM LINER
STALINGRAD
ARCHIMEDES
LA GRIFFE
PlayStation
CRITICAL DEPTH
TEEN
T
AGES 13+
CONTENT RATED BY
ESRB
SINGLETRAC
GT Interactive Software
WWW.GTGAMES.COM

This is what they really mean when they talk about totally immersive gameplay. Take a dip in these sub-infested waters for a spot of nuclear fishin'. 12 subaquatic psychos want to send you down and they've got the torpedoes to prove it. Don't worry. You'll know you're in too deep when the water pressure caves your head in. Looks like you're in deep ship.

FROM THE DEVELOPERS OF TWISTED METAL™ JET MOTO™ AND WARHAWK.™

SINGLETRAC
www.singletrac.com

GT Interactive Software
www.gtinteractive.com

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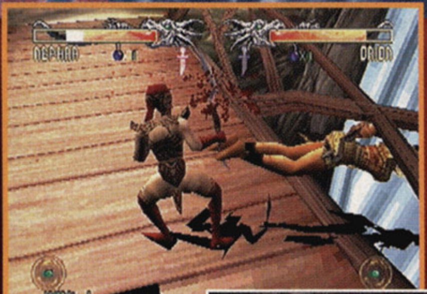
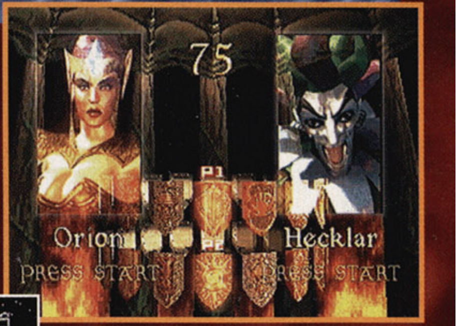
Cardinal Syn

PlayStation

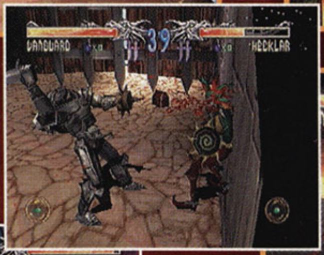

NECHRAN
ORION

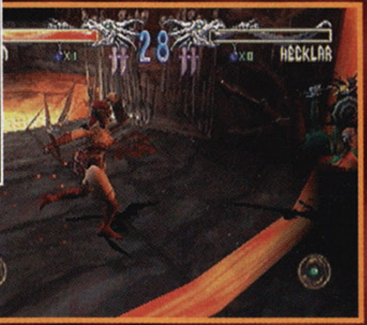

75
Orion
Hecklar
P1
PRESS START
PRESS START

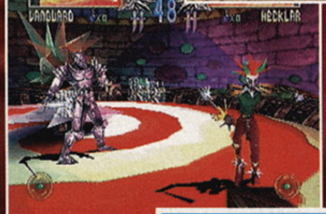
Cardinal Syn is a sleek, fast fighter that boasts 60 frames-per-second gameplay, a host of sexy fighters, and some refreshingly fast combos. Developed by Kronos, the company behind Dark Rift for the Nintendo 64, the game seems to have another cool gimmick working for it—the directional pad moves you in true 3D fashion, and the game is programmed for use with the analog joystick.

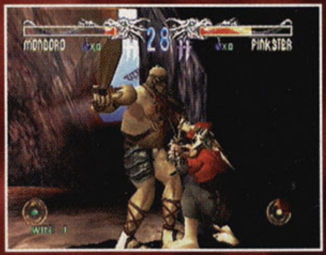
But this unfinished beta version put up a couple of red flags. The backgrounds can limit your ability to fight (your sword glances off the walls when you're too close to it); they're interactive in an annoying way (flames shoot from the ground and knock your player down during a fight); and the battlegrounds convey a feeling of claustrophobia because they're so small.

Still, Cardinal Syn is a good-looking fighter that could shape up into a solid title and make a worthy addition to any fighting-game fan's library. With some minor cosmetic and gameplay improvements, everyone could be guilty of committing a Syn. —*Scary Larry*

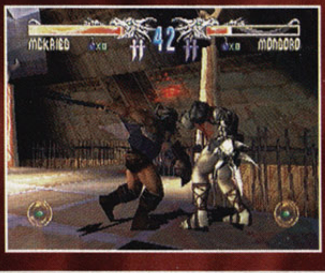

VANGUARD
39
HECKLAR




VANGUARD
48
HECKLAR


MONDORD
28
PINKSTER
WIN 1

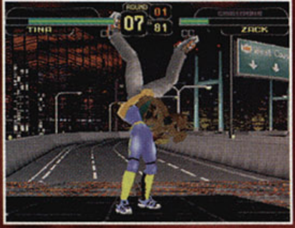
Developed by Kronos Digital Entertainment
Published by Sony
Available January
60% COMPLETE

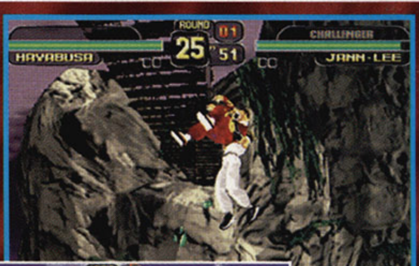

MCKAIED
42
MONDORD

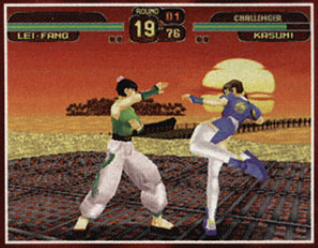
Dead or Alive

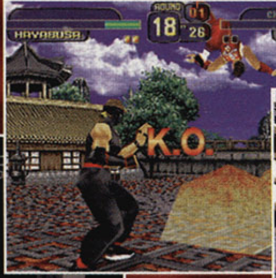
PlayStation **Saturn**

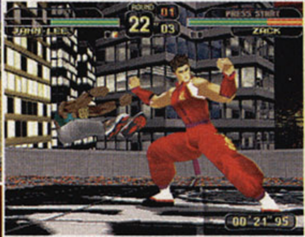
With a smooth look and 11 eye-catching polygonal fighters, the fighting game Dead or Alive looks awesome in these preview screens. But will the gameplay match the game's look? It will be helped by parallax 3D backgrounds (objects will scroll as the player moves), three-button controls (much like Virtua Fighter 2's Punch, Guard, and Kick layout), and a promised multi-linking combo system. Throw in competitive graphics, a Quest mode (like Tobal's), and a Danger Zone mode (like the Akuma mode in Street Fighter Alpha 2 Gold), and you have a game that draws elements from some of the best fighting games ever. Let's hope DoA's gameplay isn't DOA.—*Scary Larry*

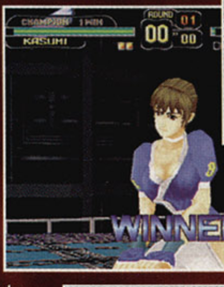

TINA
07
ZACK

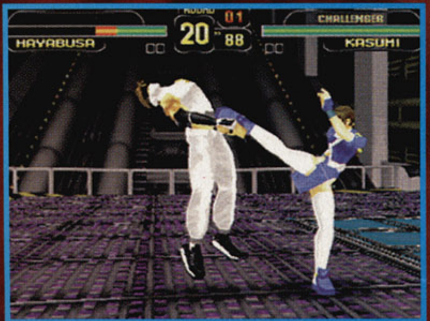

HAYABUSA
25
CHALLENGER
JANN-LEE

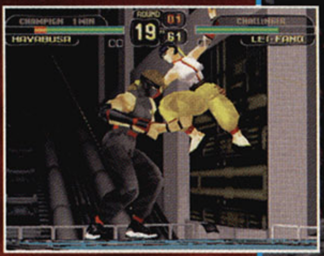

LEI-FANG
19
CHALLENGER
KASUMI

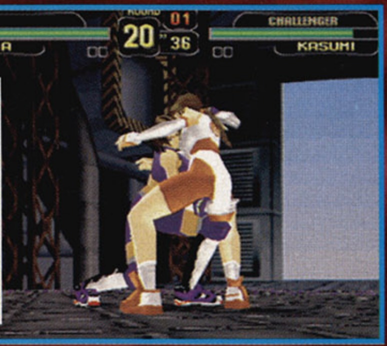

HAYABUSA
18
CHALLENGER
JANN-LEE
K.O.


JANN-LEE
22
ZACK
00"21"95


KASUMI
00
WINNER


HAYABUSA
20
CHALLENGER
KASUMI


HAYABUSA
19
LEI-FANG

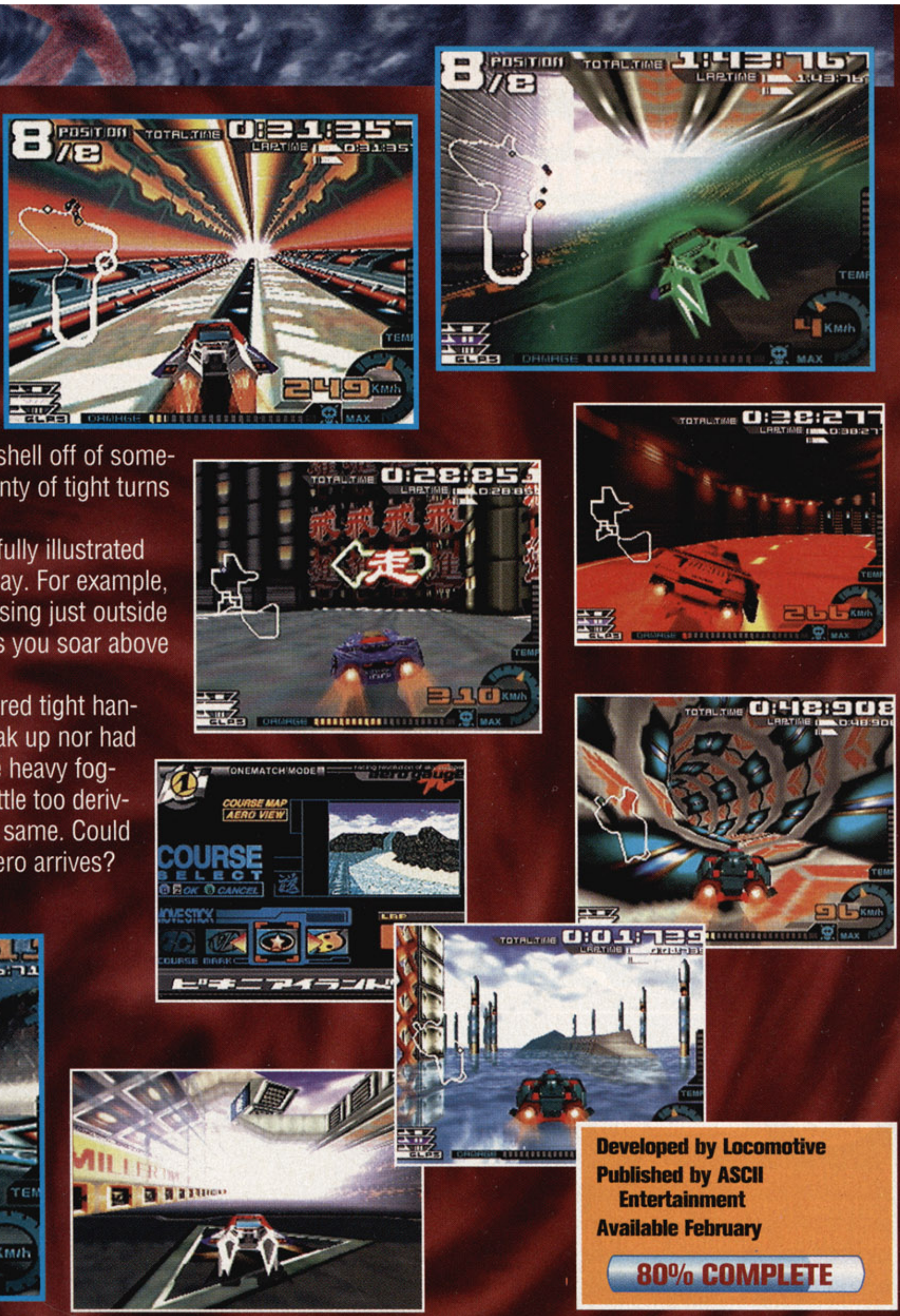

TINA
20
CHALLENGER
KASUMI

Developed and published by Tecmo
Available February
90% COMPLETE

HANDS-ON

Aero Gauge

Nintendo 64


8/8 POSITION
TOTAL TIME 0:21:257
TOTAL TIME 1:43:767
TOTAL TIME 0:38:277
TOTAL TIME 0:28:851
TOTAL TIME 0:48:908
TOTAL TIME 0:01:739
ONEMATCH MODE
COURSE MAP
AERO VIEW
COURSE SELECT
OK CANCEL
JOYSTICK
COURSE MARK
LAP
DAMAGE
MAX
TEMP
KM/h

There's a new game coming out of Japan that's ready to rock the Nintendo 64 with some cool, crisp, hovercraft action. Aero Gauge may look like an F-Zero clone, but it plays smoothly and has a nice twist to it—you can fly above and below the tracks, where tons of hidden areas await you. Although it's sans weaponry (you actually have to race fairly rather than blast the shell off of someone's vehicle), the action is still red-hot with plenty of tight turns and free falls.

You race on one of five tracks, each beautifully illustrated with graphical touches that enhance the gameplay. For example, the underwater aquarium track has a whale cruising just outside the glass and the neon-rich Chinatown track lets you soar above the buildings (á la *Blade Runner*).

The version of Aero Gauge we played featured tight handling and graphics that showed no signs of break up nor had any problems with slow down. There was some heavy fogging in one stage, and another stage seemed a little too derivative of Wipeout, but it was a great ride just the same. Could Aero Gauge cool down speed demons until F-Zero arrives? Looks like it just might.—*Scary Larry*

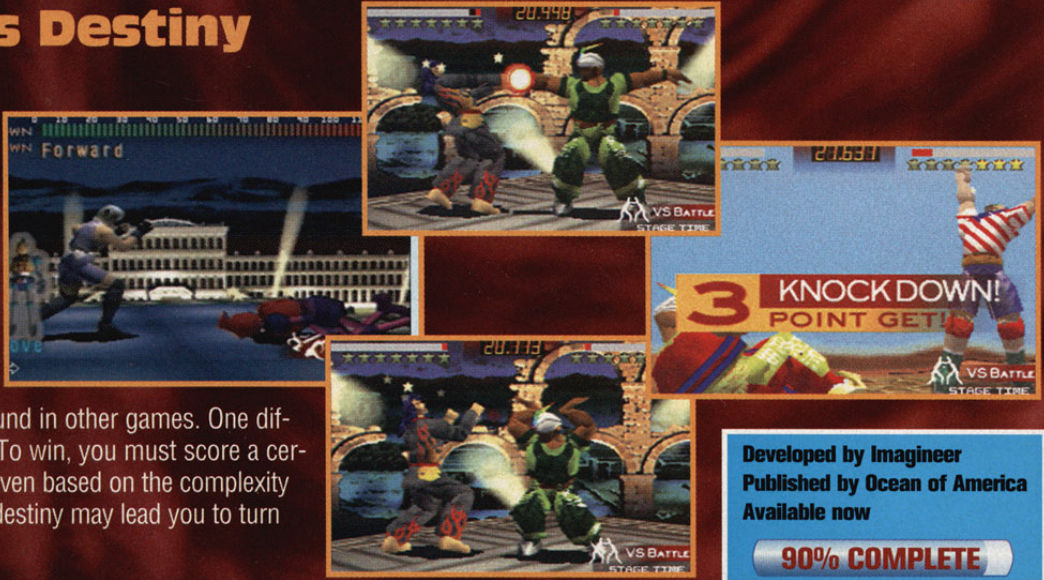
TOTAL TIME 2:56:711
LAPTIME 2:56:71
DAMAGE
MAX
KM/h

Developed by Locomotive
Published by ASCII Entertainment
Available February
80% COMPLETE

FIRST LOOK

Fighter's Destiny

Nintendo 64


Forward
3
KNOCK DOWN!
POINT GET!
VS BATTLE
STAGE TIME

Ocean of America (which will one day give us Mission: Impossible for the Nintendo 64) is almost ready to launch an as-of-yet unheard of fighting game called Fighter's Destiny. Originally named Fighter's Cup in Japan, this Rumble Pak–compatible game looks like it will feature some cool nuances not found in other games. One difference is the match-win system: To win, you must score a certain number of points, which are given based on the complexity of your moves. Who knows, your destiny may lead you to turn on this fight.—*Scary Larry*

Developed by Imagineer
Published by Ocean of America
Available now
90% COMPLETE

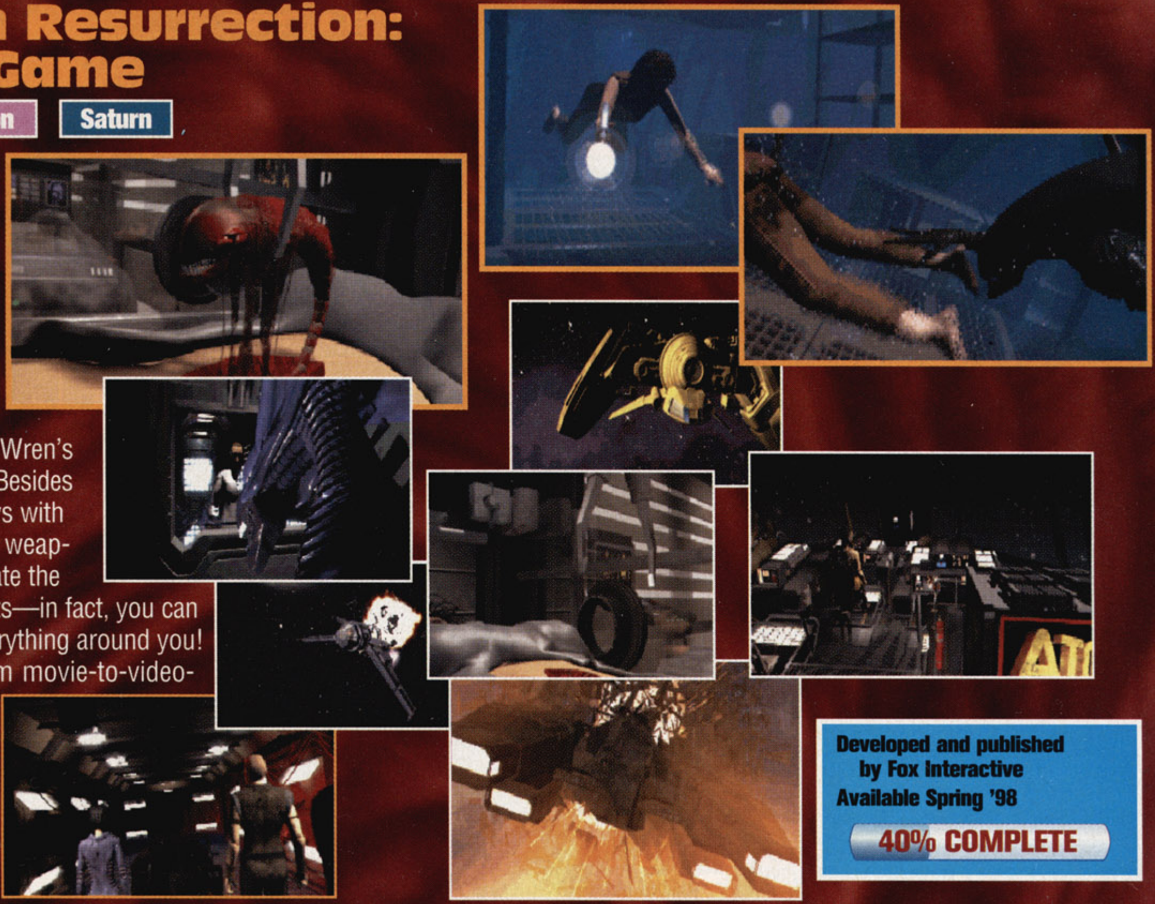
FIRST LOOK

Alien Resurrection: The Game

PlayStation **Saturn**

Based closely on the movie, Alien Resurrection: The Game promises the same fast, vicious action as seen on the big screen. With swarms of aliens surrounding you at all times, you must save the human race from Dr. Wren's evil cloning experiments. Besides blasting the alien bad boys with the usual high-powered weapons, you can also obliterate the surrounding environments—in fact, you can destroy anything and everything around you! With so many flops from movie-to-video-game conversions, will Alien Resurrection: The Game be an exception? The early screens show promise.

—*Four-Eyed Dragon*



Developed and published by Fox Interactive
Available Spring '98
40% COMPLETE

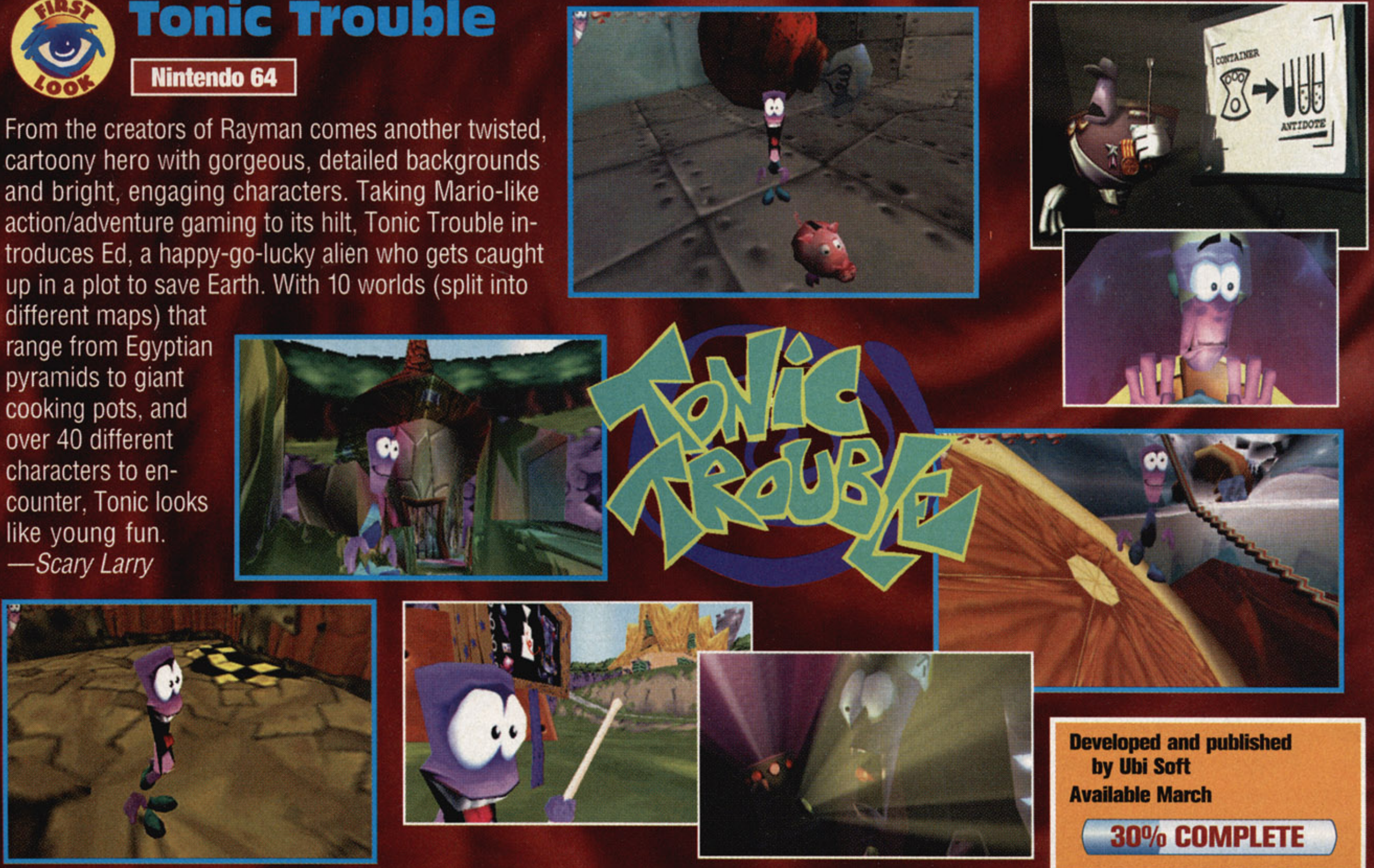
FIRST LOOK

Tonic Trouble

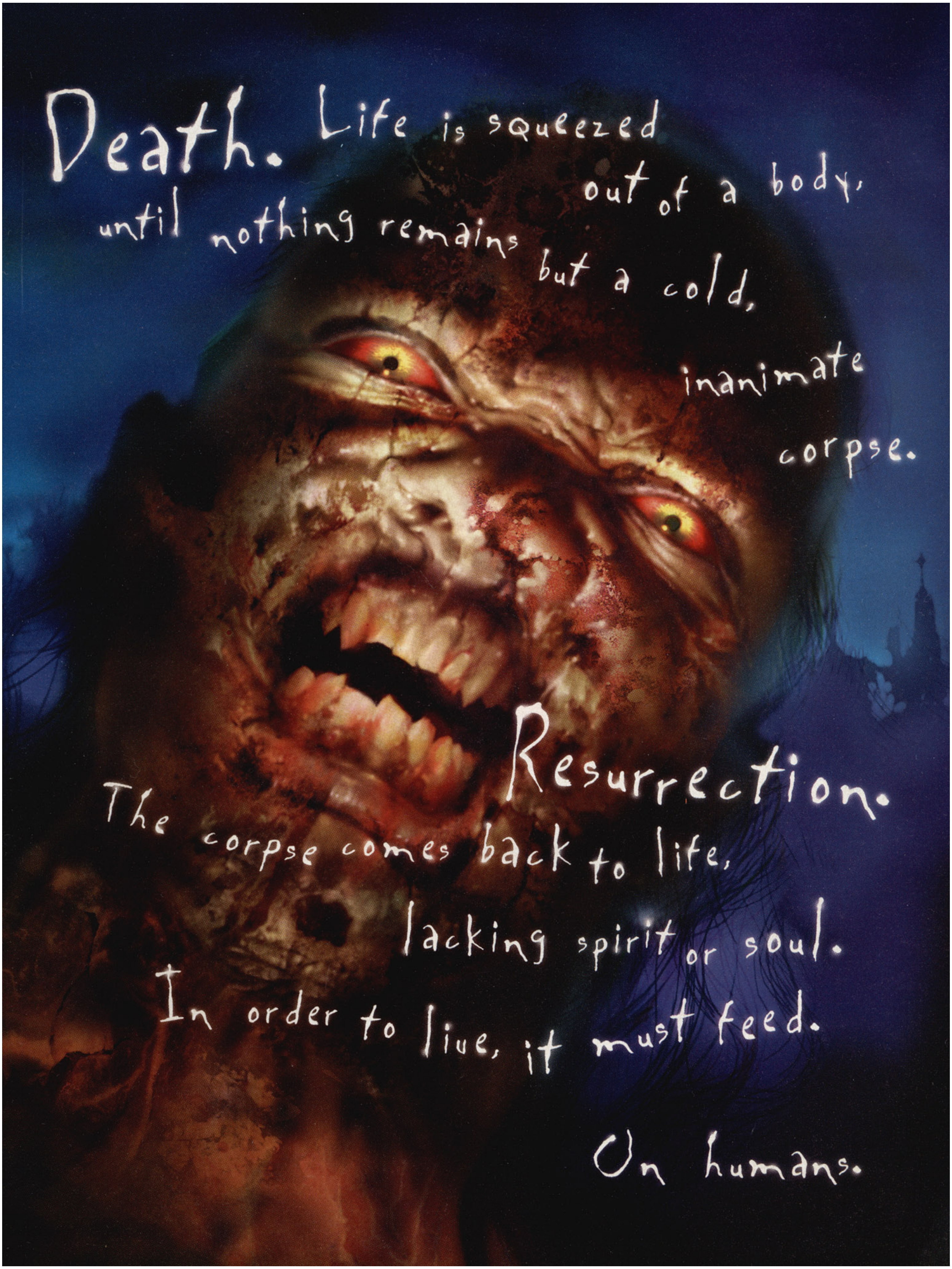
Nintendo 64

From the creators of Rayman comes another twisted, cartoony hero with gorgeous, detailed backgrounds and bright, engaging characters. Taking Mario-like action/adventure gaming to its hilt, Tonic Trouble introduces Ed, a happy-go-lucky alien who gets caught up in a plot to save Earth. With 10 worlds (split into different maps) that range from Egyptian pyramids to giant cooking pots, and over 40 different characters to encounter, Tonic looks like young fun.

—*Scary Larry*



Developed and published by Ubi Soft
Available March
30% COMPLETE


Death. Life is squeezed out of a body, until nothing remains but a cold, inanimate corpse.
Resurrection. The corpse comes back to life, lacking spirit or soul.
In order to live, it must feed.
On humans.

FLESH FEAST™. Six feet below the earth, worms are crawling through empty caskets. Above ground, the putrid stench of rotting flesh hangs in the air as corpses claim victims to feed their insatiable hunger.

CINEMATIC STORYLINE FEATURING 17 LEVELS OF CARNAGE AND MULTIPLE SUB-PLOTS.

SINGLE AND MULTIPLAYER MODES UP TO 8 PLAYERS. PLAY AS HUMANS OR ZOMBIES IN HEAD-TO-HEAD "EAT YOUR FRIENDS" DEATH MATCHES ON THE HEAT.NET INTERNET GAME NETWORK AND LAN.

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dead to their graves.
Again.
The action strategy thriller that will eat you alive.
Flesh Feast
Includes 3 FREE months HEAT.NET premium membership
MATURE M
SegaSoft
Now we'll see what you're made of.

The dead have mysteriously come back to life, and Nasat Island has gone from premier tourist destination to nightmarish human hunting ground, where nobody is safe.

Survive the island's many terror-filled sectors using weapons and wit to eliminate wave after wave of ravenous undead hordes. Rescue the remaining survivors and strategize your escape.

Then, in the climactic finale, penetrate the complex that houses the secrets to the dead's resurrection. **FLESH FEAST.** IF YOU'RE ONLY CONSUMED BY FEAR, YOU'RE ONE OF THE LUCKY ONES.

SIMULTANEOUSLY DIRECT THE ACTIONS OF FOUR HUMANS OR FULLY-CONTROL ONE CHARACTER.

OVER 50 DIFFERENT WEAPONS AND DOZENS OF GRUESOME DEATH TRAPS.

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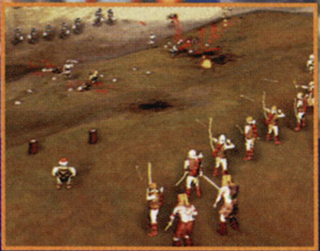
PC GamePro REVIEW

Win 95, Mac

By Dan Elektro

Myth
THE FALLEN LORDS

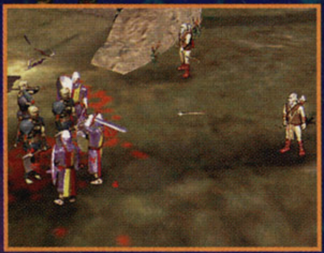
Two things have traditionally kept PC gamers riveted to their keyboards: Gameplay and gore. Bungie utilizes both to the fullest in its tactical masterpiece, Myth: The Fallen Lords. Myth blows away any current real-time strategy game available today. It simply does everything right.

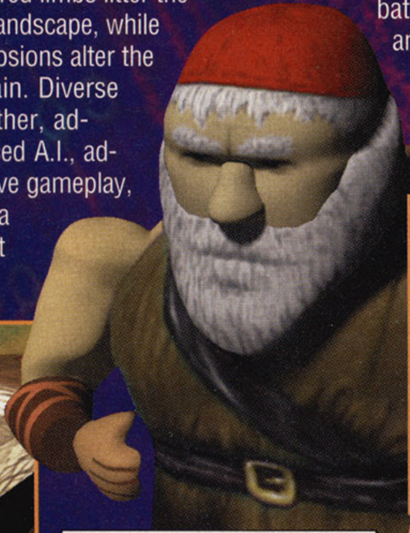

PROTIP: Use the terrain. Plant your archers atop hills whenever possible, and use trees as cover during attacks.

PROTIP: Never fight the Wight hand to hand, unless it's a calculated sacrifice—they explode upon contact.

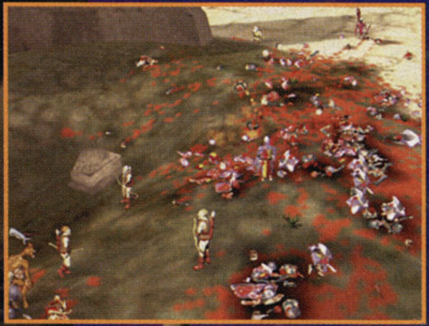
A River of Blood Runs Through It

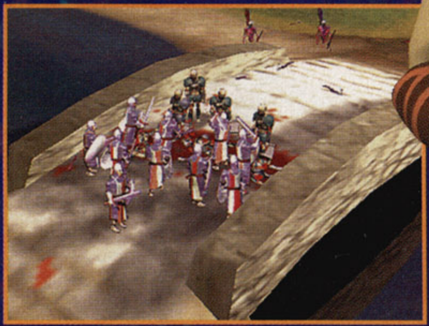
Myth's battles have been compared endlessly to the dramatic clashes in *Braveheart*, and there's no better analogy. As you struggle against hordes of undead sent by the Fallen Lords to conquer the continent, the soil literally runs red with the blood of battle. Weapons, corpses, and severed limbs litter the 3D landscape, while explosions alter the terrain. Diverse weather, advanced A.I., addictive gameplay, and a great physics model combine to create a complete package. Owners of 3Dfx cards will find Myth a grisly but gorgeous demo for their new toy. Plus, every battle can be saved and replayed at varying speeds—from any angle—or through an automatic camera.


PROTIP: One of the most annoying ways for your warriors to die is from your own archers' arrows. If your warriors storm in, select your archers and hit the space bar to make them stop firing.



The crisp, authentic sound effects, from the thunderous explosions and clear, expressive speech to the subtle sounds of launched arrows and surrounding wildlife, envelop you in the medieval atmosphere. Armed with a mouse and a few single-key commands, most real-time gamers will be able to jump right in and take control. Only the rotating camera requires some learning, but its flexibility cannot be matched. With it, you can view the battlefield from literally any angle at any time.


PROTIP: Keep an eye out for stray green dots on the radar screen to keep your army together.


PROTIP: A tight box formation (the 5 key) works well for bridges, while a V-shaped vanguard (the 9 key) is the all-purpose "ready for action" choice.

Myth: The Fallen Lords by Bungie

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

$54.95	Challenge: Adjustable
Available now	Replay value: High
Real-time strategy	ESRB rating: Mature
16 players	
Rotating view	

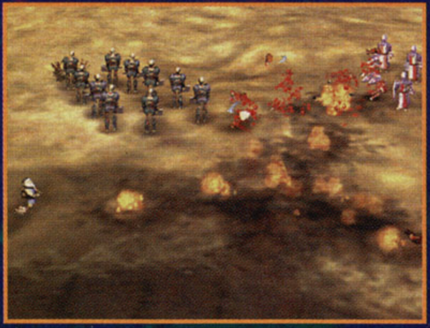
Minimum System Specifications

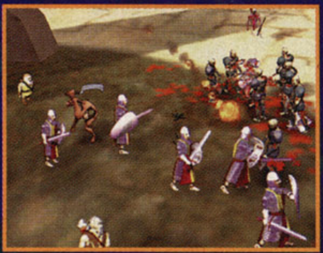
- Pentium 133 or Power Macintosh
- 16 MB RAM
- 30 MB on hard drive
- 16-bit video
- Quad-speed CD-ROM
- Mouse

Dead Again & Again

Fighting legions of zombies is cool; fighting *as* legions of zombies in multiplayer games is even cooler. Bungie has programmed in seven network contests, including variations on playground classics like King of the Hill and Kill the Man with the Ball, which you can play for free through bungie.net—with up to 16 players!

If nothing else, Myth will force StarCraft to shine that much brighter when it's released next year. In the meantime, today's bloated real-time strategy market could use a swift kick, and Myth: The Fallen Lords is one big-ass boot. What WarCraft started and Command & Conquer refined, Myth perfects.


PROTIP: Dwarves can set grenades on the ground as mines, then trigger them for a chain reaction. This is good for protecting a base or flag.


◀ PROTIP: Make sure that your dwarves are clear of their own projectiles. If they're too close to the targets, they'll perish in the explosion.

PC GamePro REVIEW

Win 95

BLADE RUNNER

By Air Hendrix

If you have that glint of Blade Runner fanaticism in your eye, this game will electrify you with its outstanding authenticity and gripping story. Run-of-the-mill gamers who lack that devotion, though, will find merely some solid adventuring.

Retiring Replicants

As Blade Runner opens, you play as a rookie cop investigating animal murders...renegade replicants are, of course, the prime suspects. As the clues begin to pile up in this epic mystery-novel-style adventure, many possibilities unfold: You could be a replicant involved in the whole mess, your boss could be setting you up, and so on. And that's one of the game's strengths—depending on what clues you uncover and who you talk to, all of those possibilities can turn out true, which makes for some engaging depth.

The conversation-heavy point-n-click gameplay isn't as action-packed as film fans might prefer. Still, its riveting plot and slick style are more than enough to engross fans as they administer the Voigt-Kampff test to determine if a suspect is human or replicant, grill NPCs like Rachel and Tyrell, and much more.

While point-n-click controls are never as responsive as directly controlling a character, Blade Runner handles as smoothly as could be expected. The detailed inventory system, though tricky at first, becomes useful after some study.

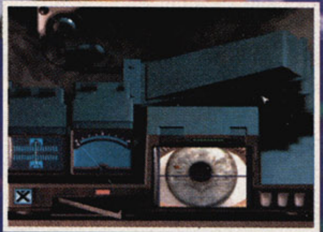
Origami Animals

Visually, Blade Runner overflows with dazzling cinematics, exacting detail, and gorgeous scenery that perfectly recaptures the movie's atmosphere. You'll immediately recognize places from the film, such as J.F. Sebastian's apartment. Unfortunately, the character sprites don't look nearly as sharp, suffering from bad pixelation and the kind of overwrought body language usually seen in poorly dubbed kung fu flicks.

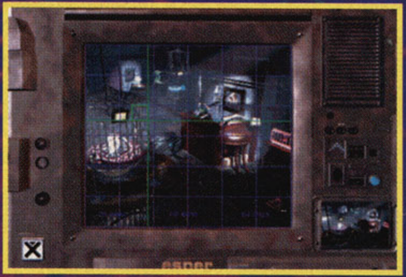
The amazing sounds, however, make up any lost ground. Impressive, well-varied dialogue—much of which was recorded by the original actors—always meshes neatly with the current scenario, while the movie soundtrack maintains that authentic atmosphere.

Tears in the Rain

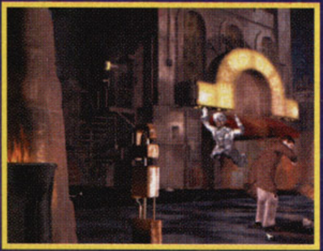
Definitely the kind of cerebral game that will bore action addicts, Blade Runner's all about peeling back the layers of a complex story that continually changes in response to your actions. For devoted fans of the movie and book, it presents a marvelous adventure, dripping with authenticity that carries you through the slow spots. G



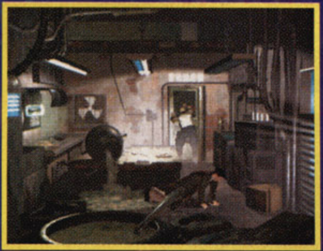
Just like the movie, you'll administer the Voigt-Kampff test to snare replicants: "Describe in single words only the good things that come into your mind about...your mother."



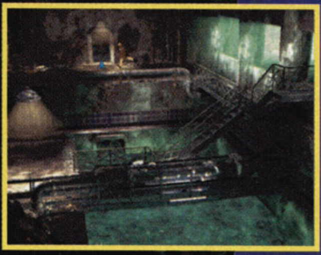
PROTIP: When examining the video from Runciter's in Act 1, you should zoom in on the right edge of the tiger cage—Lucy's obscured there.



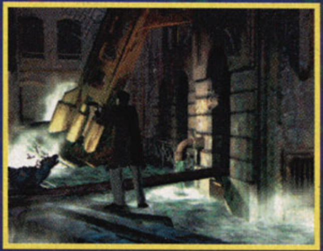
PROTIP: After you shoot open Moraji's chains in Act 2, flee to the far edge of the screen outside his store, or you'll be killed in the explosion.



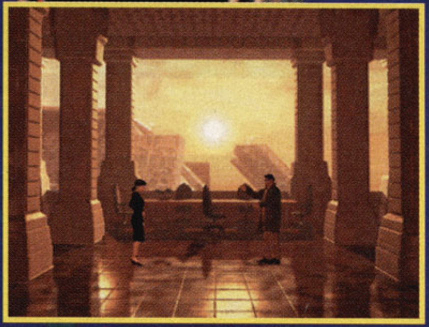
PROTIP: When interviewing Zuben as a suspect in Act 1, begin to click repeatedly on the right of the screen to dive away from the soup he tries to dump on you.



PROTIP: In Act 5, find your way to the moonbus by heading through the door at the top of this screen.



PROTIP: In Act 4, the only way to enter Luther/Lance's lab is to shoot the rat after it's completely crossed the plank.



PROTIP: In Act 2, talk to Guzza right after you first leave the Tyrell Building. Later in the act, you'll be able to return and score valuable info from Rachel and Tyrell.

Blade Runner by Westwood Studios

Graphics	Sound	Control	Fun Factor
4.5	5.0	4.0	4.5

Price not available
Available now
Adventure
1 player

Challenge: Adjustable
Replay value: Medium
ESRB rating: Teen

Minimum System Specifications

- Pentium 90
- 16 MB RAM
- 16-bit SVGA graphics card
- 170 MB on hard drive
- Quad-speed CD-ROM drive
- Microsoft-compatible mouse

PC GamePro REVIEW

NetStorm

Win 95
By Rivet Head

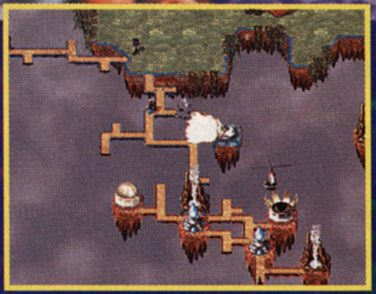
This season, one strategy title rises above the rest—literally! The high-flying NetStorm combines real-time fantasy combat with puzzle game elements in an attractive multiplayer package.

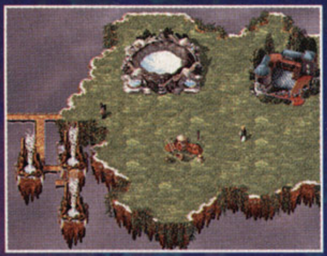
Floating Flotillas

As a high priest in the fantasy realm of Nimbus, you rule a floating island in the sky, harnessing nature's elements in a struggle for knowledge and power with other high priests. To conquer your enemies, you'll have to build platforms from Tetris-like bridge segments, creating outposts for your war units, such as Whirligigs and Ice Towers.

Different weapons sport distinctive, detailed looks, while the purely mouse-driven interface puts every action a few clicks away. Though the standard fantasy music might bore you, the occasional burst of thunder adds a nice touch—and you'll never get sick of hearing your ogres grunt, "Yes, master."

NetStorm was conceived for online play. Once you've practiced in the single-player mode, you can connect to Activision's free server and challenge up to eight opponents to duels. For a pleasant change the lag time rarely poses a problem.


PROTIP: Use Sun Disc Throwers as your first weapon. They can fire in any direction, even into the air.


PROTIP: Get to a geyser as quickly as possible. They'll give you valuable Storm Power for more units.

Storming the Gates

While the real-time strategy genre may soon burst at the seams with titles, NetStorm's impressive Internet support and novel gameplay, which mixes solid strategy and quick thinking, help it stand apart from the rest. **G**

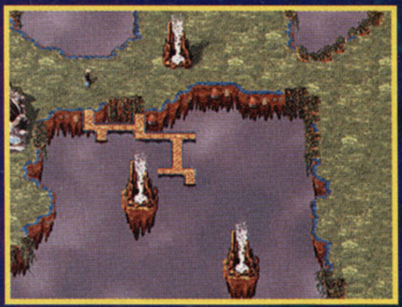
NetStorm by Activision

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.5	4.5

$49.95
Available now
Real-time strategy
8 players

Challenge: Medium
Replay value: High
ESRB rating: Kids to Adults

Minimum System Specifications
- 486/66
- 16 MB RAM
- 9600 bps Internet connection
- Video card with 1 MB RAM


PROTIP: Avoid cracked bridges. They may enable fast passage, but they're very unreliable.

PC GamePro REVIEW

CART Precision Racing

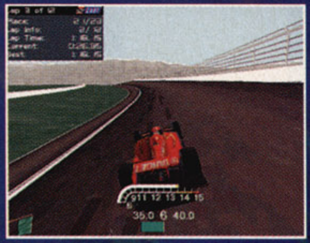
Win 95
By Special K

It takes a lot to construct a world-class auto racing sim—and while Microsoft has done an admirable job with its new CART Precision Racing, it falls short of becoming the new benchmark in racing games.

Feel of the Wheel

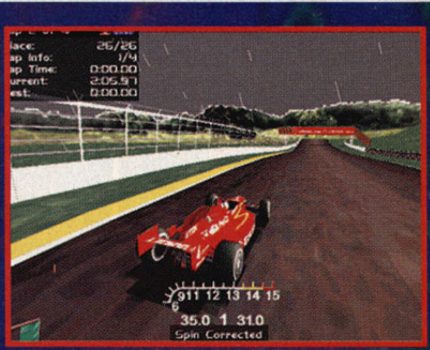
With its endless options, statistics, and tweaking features, it's impossible to accuse Microsoft of leaving any stone unturned. Everything a racing simster could ask for is included, right down to the real drivers and 17 authentic CART tracks. What's lacking, however, is a solid, comfortable feel while playing. You'll fight the quirky controls; stumble over the many, and often confusing, menu screens; sit through the long loading times; and suffer as the game fails to recognize your sound card.

If you can get past some of the more irritating aspects, CART does prove to be a somewhat rewarding racing experience. The detailed, photorealistic graphics are topnotch (despite some wretched draw-in on bigger speedways), and the inclusion of real tracks, drivers, teams, and sponsors sends the game's authenticity skyrocketing.

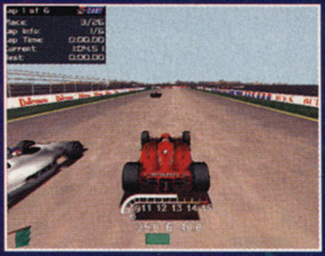

PROTIP: Try to keep in line with the tire marks on superspeedways like Fontana, Miami, and Michigan to determine the best groove around the track.

Yellow Flag Ahead

If not for some serious flaws, CART Precision Racing would be the ultimate Indy car simulator. Instead, this gives Microsoft something to shoot for next time. **G**



PROTIP: Toggle the Spin Control feature before each race so you can straighten out your ride more easily after a wet-weather spinout.


PROTIP: Road courses feature many tight, twisting turns that make it difficult to pass. Look for straight, lengthy strips of asphalt—like this one in Long Beach—and use them to rocket past your opponents.

CART Precision Racing
By Microsoft

Graphics	Sound	Control	Fun Factor
4.5	3.5	3.0	3.5

$54.95
Available now
Racing sim
1 player
Adjustable views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Minimum System Specifications
- Pentium 60 faster
- 16 MB RAM
- 30 MB on hard drive
- SVGA graphics
- 16-bit sound card
- Double-speed CD-ROM drive or faster

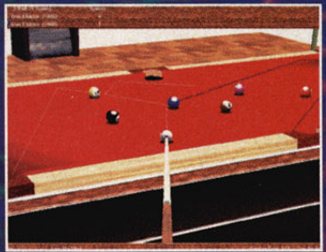
PC GamePro REVIEW

Win 95
By Dan Elektro

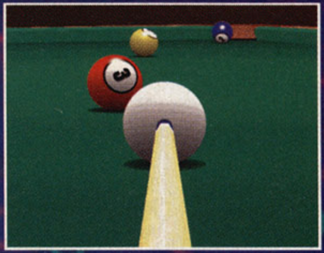
Virtual Pool 2

The original Virtual Pool was, by far, the single most impressive billiards simulation ever created. So why bother with a sequel? VR Sports seems to have seen that question coming and, impossibly, it's made the best better.

The images in Virtual Pool 2 feature no fancy acceleration—that's the standard, jaw-dropping 16-bit mode. The tweaked physics engine, however, enables greater freedom while preventing unrealistic shots; if the ball's stuck to the rail, your cue stick can't go through it. You choose from 16 games and 120 opponents, adjust the felt speed, change the pool hall itself—there's almost nothing you can't do. With a great soundtrack, dazzling visuals, and intuitive control, no self-respecting shark should be without Virtual Pool 2. **G**



PROTIP: Hit the T key to see tracking lines on the table that will help you line up your shot.



PROTIP: Before shooting, consider where the cue ball will wind up after the shot is completed. It's important not to strand yourself without another clear shot at a target ball.

VIRTUAL POOL 2

Virtual Pool 2 by VR Sports

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Price not available
Available now
Billiards
2 players

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

Minimum System Specifications

- Pentium 60
- 12 MB RAM
- 4 MB on hard disk
- DirectX 5

PC GamePro REVIEW

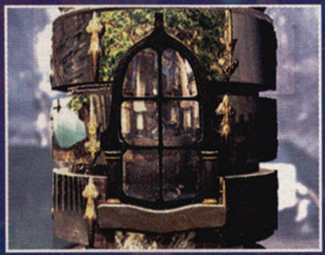
Win 95
By Dan Elektro

Zork Grand Inquisitor

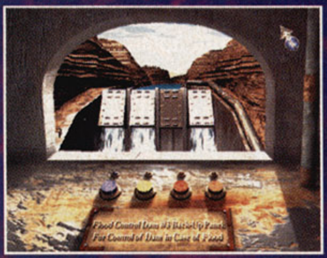
Nobody expects the magic inquisition! Such is the setup for the latest Zork installment, where the residents of Frobozz are no longer allowed to use either hocus or pocus. Your job? Free the magic, of course.

Using Zork Nemesis's cool 360-degree engine, Zork Grand Inquisitor can best be described as Riven in the round—only a whole lot funnier. The graphics look gorgeous (unless they're animated), plus there are plenty of inside jokes and a good sense of self-mocking humor, delivered crisply by Tinseltown talent. The interface is a dream, and believe it or not, the game supports multiplayer for joint brain power.

If Riven's too tough or too serious to be fun, see if you get some giggles out of the inquisition. **G**



PROTIP: To enter G.U.E. Tech, rotate the segments of the three pillars until a complete picture appears on each.



PROTIP: Your goal at Flood Station #3 is to close all the dam's doors—but it's impossible using only the buttons. Check your magic spells for something that works on doors.

ZORK Grand Inquisitor

Zork Grand Inquisitor by Activision

Graphics	Sound	Control	Fun Factor
4.0	4.5	5.0	3.5

$49.95
Available now
Puzzle/adventure
2 players

360-degree view
Challenge: Intermediate
Replay value: Low
ESRB rating: Teen

Minimum System Specifications

- Pentium 90
- 16 MB RAM
- 50 MB on hard drive
- Quad-speed CD-ROM drive
- 16-bit color
- Mouse
- SoundBlaster

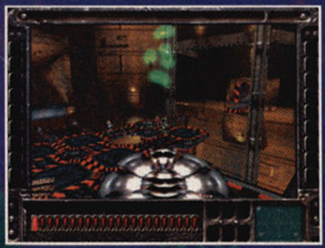
PC GamePro REVIEW

Win 95
By The Bando Commando

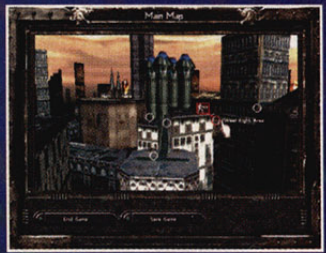
Incubation

With its unique spin on the turn-based strategy genre, this game should have been called "Innovation." Providing an intense story line and dead-on gameplay, Incubation strands you on a hostile planet with aliens around every turn. Unlike the X-COM series' larger scope of saving the world, Incubation is about fighting to survive. Unfortunately, doing so isn't simple due to the many puzzles you'll face, which make this game more cerebral—and fun—than most.

The graphics, though chunky, are slick and satisfying. While the voice acting isn't great, the other sound effects keep things jumping. The outstanding control has an accurate, intuitive interface. Best of all, the game is both challenging and fun, proving that real-time strategy isn't always best. Incubation definitely ranks as a winner. **G**



PROTIP: When a Cy'Coo's firing at you, stay on the move. One shot from this guy can turn a soldier into pulp.



PROTIP: Early on, you're given a choice of missions. Pick the Street Fight Area mission—two soldiers will join you there!

Incubation by Blue Byte

Graphics	Sound	Control	Fun Factor
4.5	4.0	5.0	4.5

$49.99
Available now
Strategy
4 players

Challenge: Adjustable
Replay value: Medium
ESRB rating: Mature

Minimum System Specifications

- Windows 95
- Pentium 90
- 16 MB RAM
- Double-speed CD-ROM

Hot at the Arcades

MORTAL 4 KOMBAT REVISION 2

MK4 propels gamers into a fatality frenzy.

By Johnny Ballgame

The koolest Kombat game to ever bloody arcades, MK4 Revision 2 slaughters the competition with crazy fatalities, new 3D fisticuffs, and some of the most fun fighting your tokens can buy.

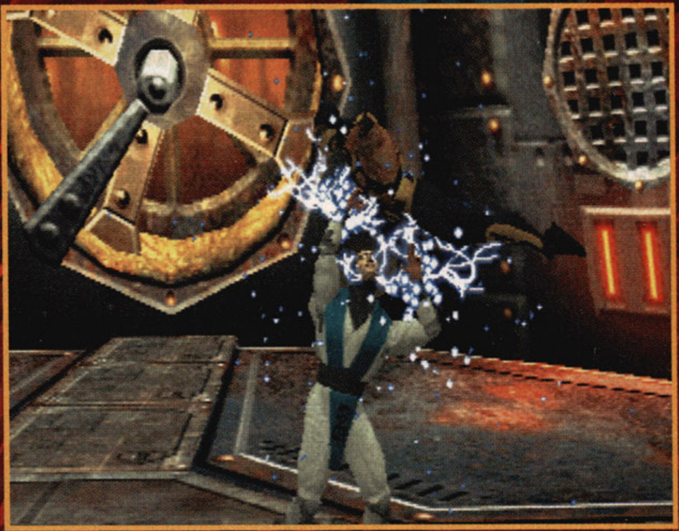
Kill or Be Killed

Mortal Kombat 4's story centers around the god of thunder, Raiden, and an evil god named Shinnok. Many years ago, Raiden waged a bloody war to rid all realms of Shinnok's menace, finally banishing him into the Netherealm. But after Shao Kahn's defeat at the hands of Earth's warriors, Shinnok escaped the Netherealm and is back with an evil army to fight again. It's now up to Raiden and a group of fighters he's assembled to end Shinnok's evil threat.

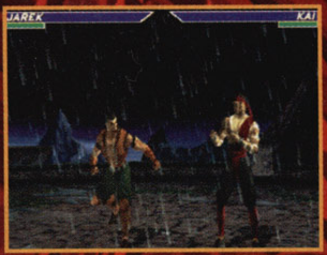
Kombat-krazed Mortal maniacs now have the choice of 15 fighters with the recent additions of Jax, Johnny Cage, and Reiko. The overall selection of characters includes the perfect list of old favorites (Sub-Zero, Scorpion, and Liu Kang) and new kombatants (Reiko, Quan Chi and Shinnok). MK4 features both one-on-one and two-on-two battles, the ability to use weapons, and the most gruesome fatalities seen in any MK game. (They're so disgusting, they're funny.)

Immortal Improvements

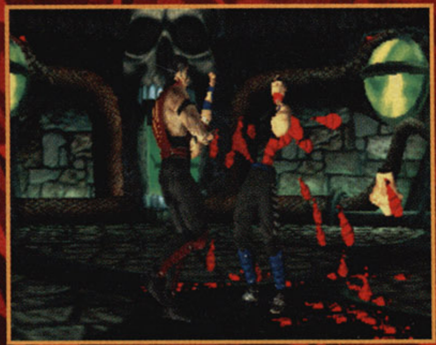
MK4 has been greatly improved since version 1.0. The game is now fully 3D, so you can avoid projectile attacks by stepping in and out of the environment. Fighters can now pick up and throw objects like skulls. Kombat Kodes have also been added to diversify the gameplay by giving you options like the ability to disable throws or to drop



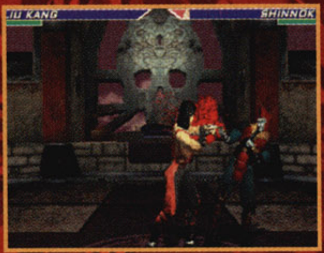
PROTIP: To perform Raiden's fatality, stand next to your opponent, hold BL, then tap →, ←, ↑, ↑, HK.



PROTIP: To dodge into the background, tap RN, RN. To dodge into the foreground, hold ↓, then tap RN, RN.



PROTIP: Reiko's BFK fatality is performed by standing right next to your opponent and tapping →, ↓, → (LP BL HK LK).



PROTIP: While playing as Liu Kang, tap ←, (→ LK) to pull out your weapon, then rapidly tap HP to slice up your opponent.

Sound 5.0

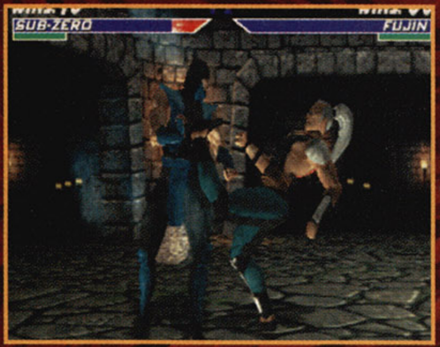
Screams, silly voices, and campy music that you know signals your fatality fate all add to the fun experience of playing MK4.

Fun Factor 5.0

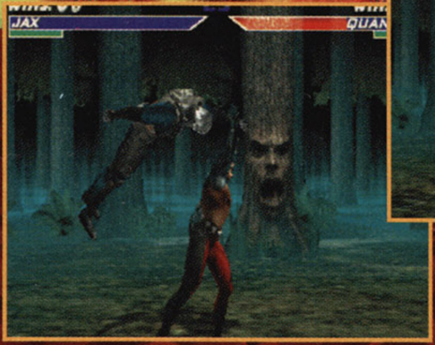
Arguably the most fun fighting game this year, MK4 is the rare game that's easy to learn for novices, yet a challenge for the experienced player. Start collecting quarters and run to the arcades! Mortal mania's runnin' wild!

Graphics 4.5

You see spines ripped out, faces chewed off, and legs broken backwards. The originators of gore graphics really outdid themselves with this game, although the occasionally glitchy camera still needs some fine-tuning.



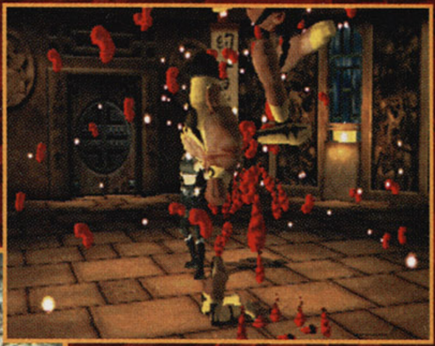
PROTIP: *Tap (→ LK) to shatter your opponent's bones with a hold that will make you cringe. The move works even better if you're running into your opponent while performing it.*



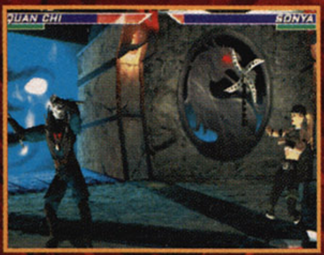
PROTIP: *Jax's Quad Slam causes massive damage to opponents. Stand next to your opponent and tap LP, (RN BL HK), (HP LP LK), (HP BL LK), (HP LP HK LK).*

SUB-ZERO
REPTILE

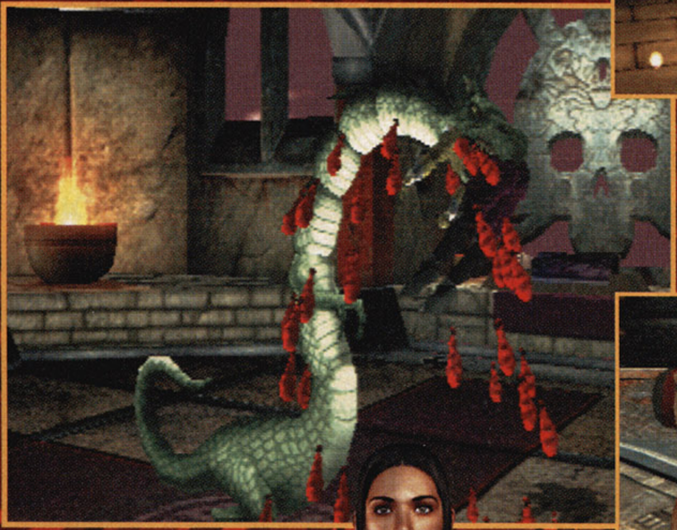
PROTIP: *To start a fight with random weapons, enter the Kombat Kode 222 222 at the Vs. screen.*



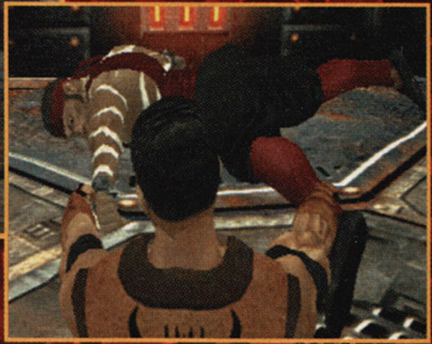
PROTIP: *Kill with a kiss. To perfrom Sonya's Slicing Kiss fatality, stand just outside sweep distance and hold BL, then tap ↓, ↓, ↓, (↑ RN).*



PROTIP: *If you're playing as Quan Chi and your opponent pulls out a weapon, steal it by tapping →, (← HP).*



PROTIP: *When playing as Liu Kang, finish off your opponent with the Dragon fatality. From just outside sweep distance, tap →, →, →, (↓ BL LK HK).*



PROTIP: *Execute Jarek's Prison Stage fatality by tapping →, ↓, →, HK while standing next to your opponent.*

weapons in the arena before battle begins. The control has likewise been tweaked as special moves are now very easy to pull off. On the downside, several of the fighters' multi-hit combos are so similar that they quickly grow repetitive and there are too many hard-to-block cheesy moves.

Graphically, MK4 displays amazing detail, like the kool mist rising from Sub-Zero's body. Each character is also composed of over 3000 polygons. The camera is still a bit jerky, though. Sometimes after a throw, it focuses on an empty part of the arena—not on the action.

As for audio, MK4's unique combination of menacing and humorous sounds makes it as refreshing to listen to as it is to play. One moment you're cringing at the sound of bones crunching, the next you're laughing at the weird voices.

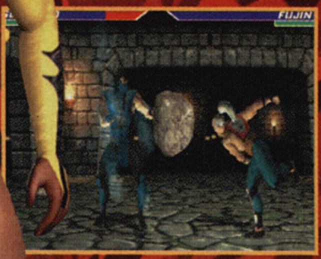
Mortal Obsession

If you're going to toss your tokens into any arcade fighting game this year, make sure it's MK4. It's highly addictive, bloody fun. **G**

Control

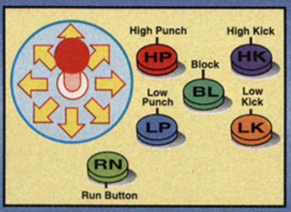
4.5

MK4's fatalities and special moves seem easier to pull off than those of past MKs. However, cheesy honing moves, like Quan Chi's (Quan Cheesy) Tap Dance, can make playing against certain powerful characters frustrating.



PROTIP: *Throw the rocks and skulls scattered on the ground by standing over them, holding ↓, and tapping RN.*

CONTROLLER LEGEND



K = Any Kick button
P = Any Punch button
Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the buttons and directions indicated in sequence.
Charge = Hold the direction or button indicated for the time indicated.
( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

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DEATH-DEFYING JUMPS
INTERACTIVE ENVIRONMENTS
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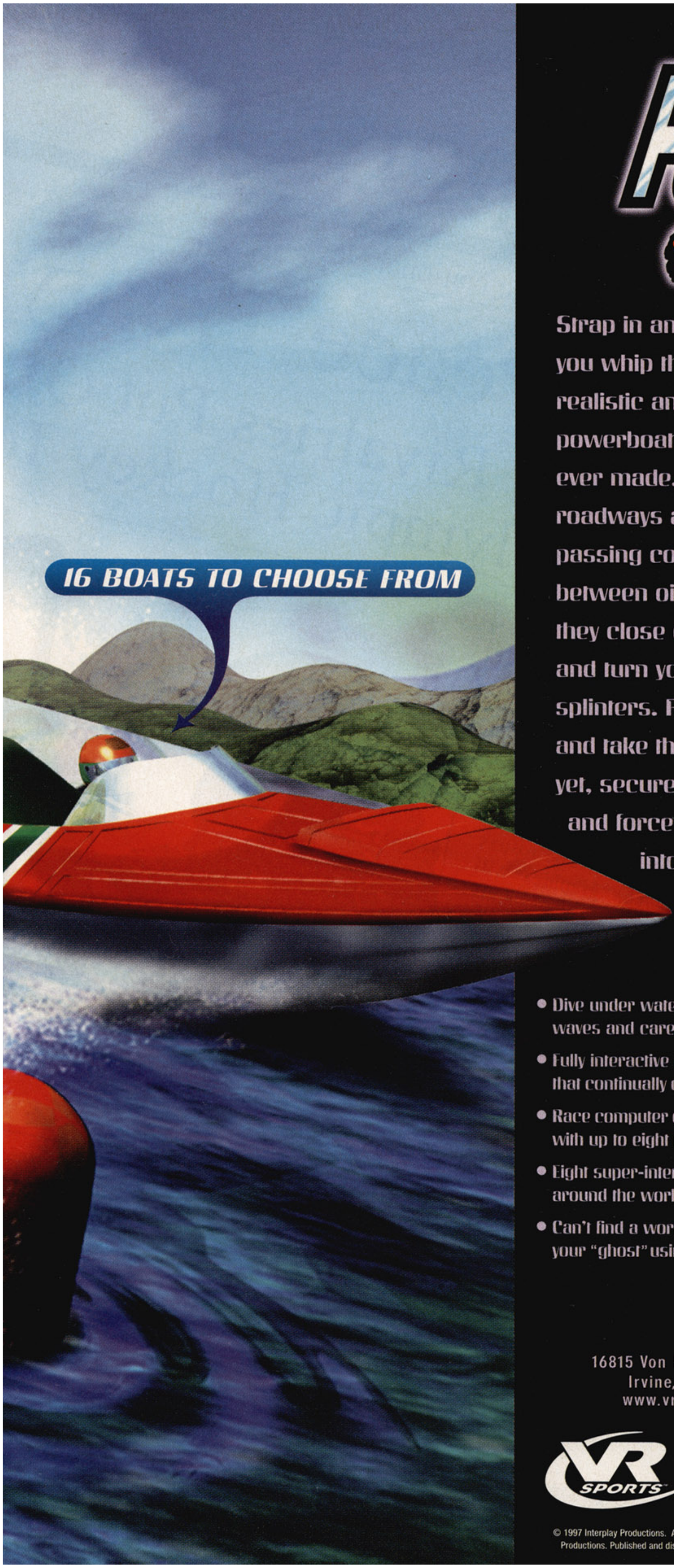
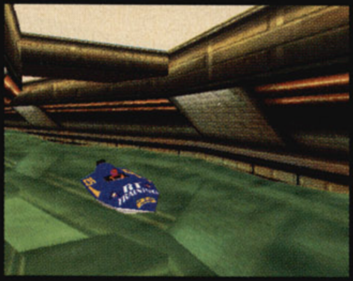
SO REAL ... YOU'LL WET YOURSELF.



VR SPORTS POWERBOAT Racing™

Strap in and throttle up as you whip through the most realistic and immersive powerboat racing game ever made. Jump over roadways and through passing convoys or speed between oil tankers before they close off the track and turn your boat to splinters. Find a shortcut and take the lead, or better yet, secure your victory and force your opponent into a river barge at 200 miles per hour.


Check out the tunnels but don't get too friendly with the walls.

See the sights in New York, but watch out for the cabs!

Split your screen 4 ways and play 3 friends simultaneously.

Use first-person or third-person "flo-cam" to catch all the action!

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www.vrsports.com

VR SPORTS

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

PlayStation

Designed for
Microsoft
Windows 95

FROME+REAN DESIGNS

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Sports

The National News

Tuesday, February 3, 1998

World Peace Treaty

All Global Rivalries Put Off
Nagano Olympic Hockey To

For the first time in history, NHLPA™ pros are descending upon the Olympic Winter Games. Be a witness as former teammates go head to head. Kamensky and Yashin are headed for Russia. Kariya and Roy will be playing for Canada. Modano and Leetch are in for the United States. The rosters are real. The graphics will make you sweat. It's country against country in this engagement. And the price of glory isn't gonna be pretty.

Please see Hockey on Page 3B.

AT A GLANCE

Page 2B

FEATURES

- Real players and player attributes.
- Medals, ceremonies and Olympic-size rink give you the ultimate Olympic experience.
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- Create your own player, put yourself on a team and lead them to glory.

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Section B

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Until '98
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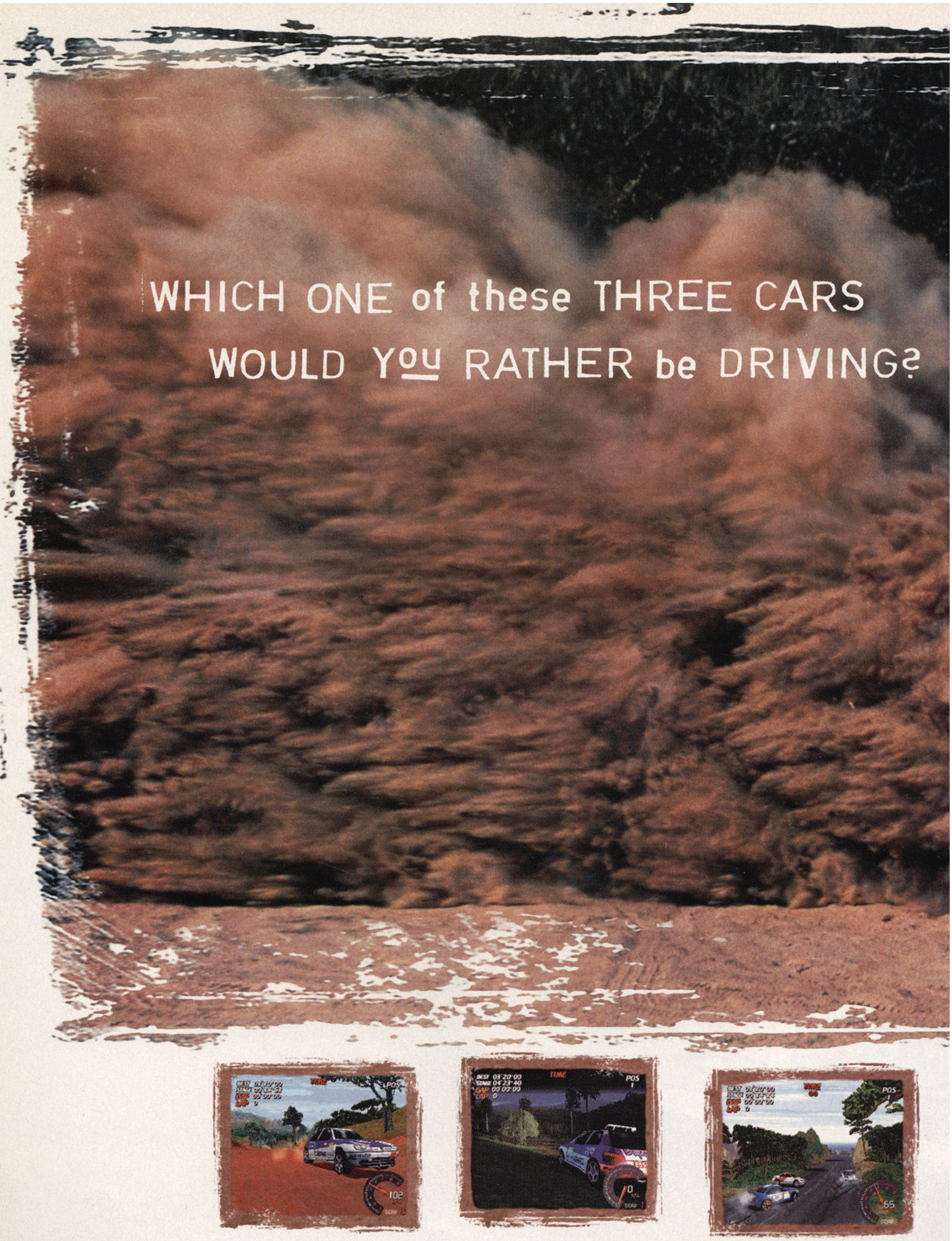
LIMITED EDITION

OLYMPIC HOCKEY '98

NAGANO 1998

Your Country Needs You.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PlayStation

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MORTAL KOMBAT MYTHOLOGIES
SUB-ZERO

Mortal Kombat Mythologies: Sub-Zero
(By Midway Home Entertainment)

By Major Mike

Challenge: adv Level

Price not available
64 megs
Available now
Action/fighting

1 player
9 missions
Side view
Rumble Pak–compatible

MATURE M AGES 17+

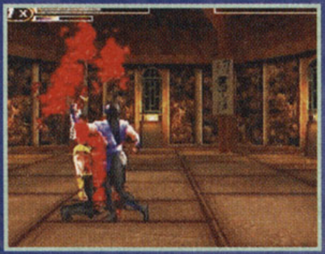
Replay? MED

Mortal Kombat Mythologies enters the Nintendo 64 arena only slightly different from its PlayStation counterpart (see ProReview, December 1997). It's a satisfying action/fighting game that will definitely please MK fans, despite its chilly A.I. and initially tough controls.

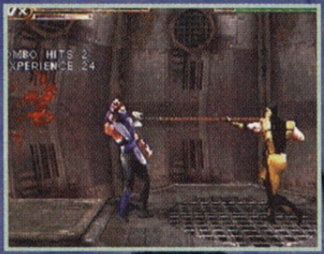
Mythologies tells the story of Sub-Zero, blending challenging missions with fighting-game elements in typical side-scrolling backdrops. The game's most unique feature is the ability to accumulate experience points (much like in a role-playing game) that will enable Sub-Zero to perform special moves as the game unfolds. The fighting-game controls are straight from MK3—complete with the same combos.

Playing with the Rumble Pak adds some tremors to the game but doesn't add to the overall experience (the way it did in Star Fox 64, for example). Sub-Zero's biggest drawbacks are its awful enemy A.I. (enemies will either kill you in seconds or let you kill them in seconds) and overly tough missions.

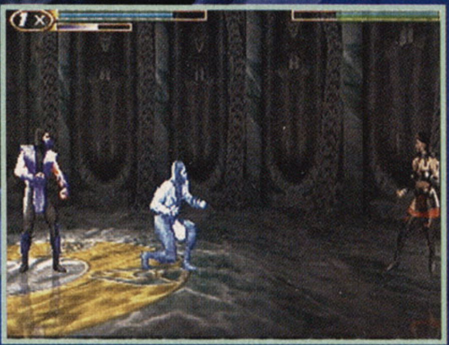
For MK fanatics and those craving a challenging side-scroller, Sub-Zero's worth the fight. Non-MK fans, though, may want to kill a few hours with a rental. **G**



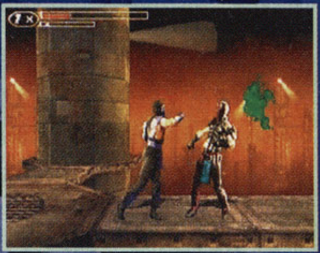
PROTIP: When you defeat Scorpion in the first mission, stand next to him and tap →, ↓, →, High Punch. You can do this fatality on other characters in the game, too...



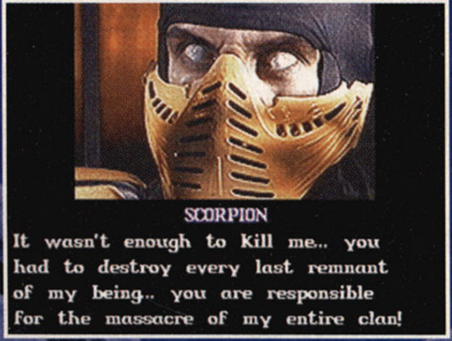
...however, when you face Scorpion the second time, be ready for his Scorpion Spear, Teleport Punch, and all the moves he had in Ultimate Mortal Kombat 3!



PROTIP: To defeat Quan Chi's bodyguards, wait for them to walk toward you. When they do, perform your Ice Clone move (tap ↓, ←, Low Punch), then peg 'em with an uppercut or a combo.

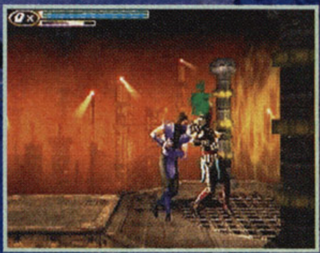


PROTIP: Yep, it's cheap, but it gets the job done: Freeze an enemy, stand in close, and rapidly tap High Punch. You'll do a five- to six-hit combo and rack up experience points.

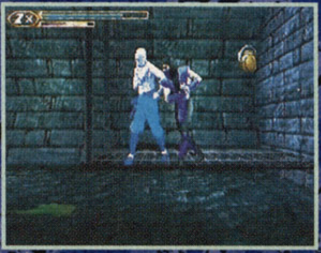


SCORPION
It wasn't enough to kill me.. you had to destroy every last remnant of my being.. you are responsible for the massacre of my entire clan!

Unlike the PlayStation version, Mythologies for the Nintendo 64 doesn't feature any full-motion-video cut scenes.



PROTIP: In the Prison of Souls mission, corner a guard against an electric fence and walk into him. He'll be dead in seconds.



◄ PROTIP: In the Water mission, use the electric eels to your advantage. For example, freeze a monk, push him into the water, and let the eels do the rest.

Sound
4.0

The appropriately creepy music fits perfectly with each stage. However, the sound effects could use some more punch—especially more variety in the character yells, grunts, and groans.

Graphics
4.5

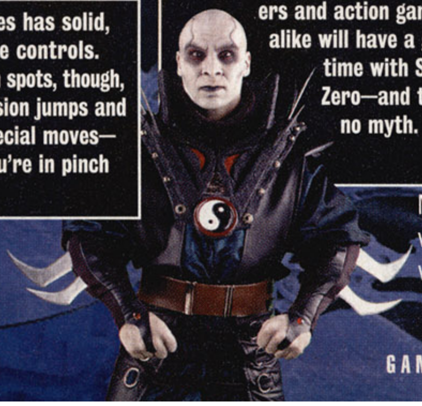
Mythologies features excellent backgrounds—especially in the later levels. The characters sport fine details, and the occasional breakup that plagued the PlayStation version has been fixed.

Control
4.0

Mythologies has solid, responsive controls. You'll run into rough spots, though, when making precision jumps and executing some special moves—especially when you're in pinch situations.

Fun Factor
4.0

Mythologies is a solid action/platform title that puts a unique spin on the MK fighting games. Brawlers and action gamers alike will have a good time with Sub-Zero—and that's no myth.



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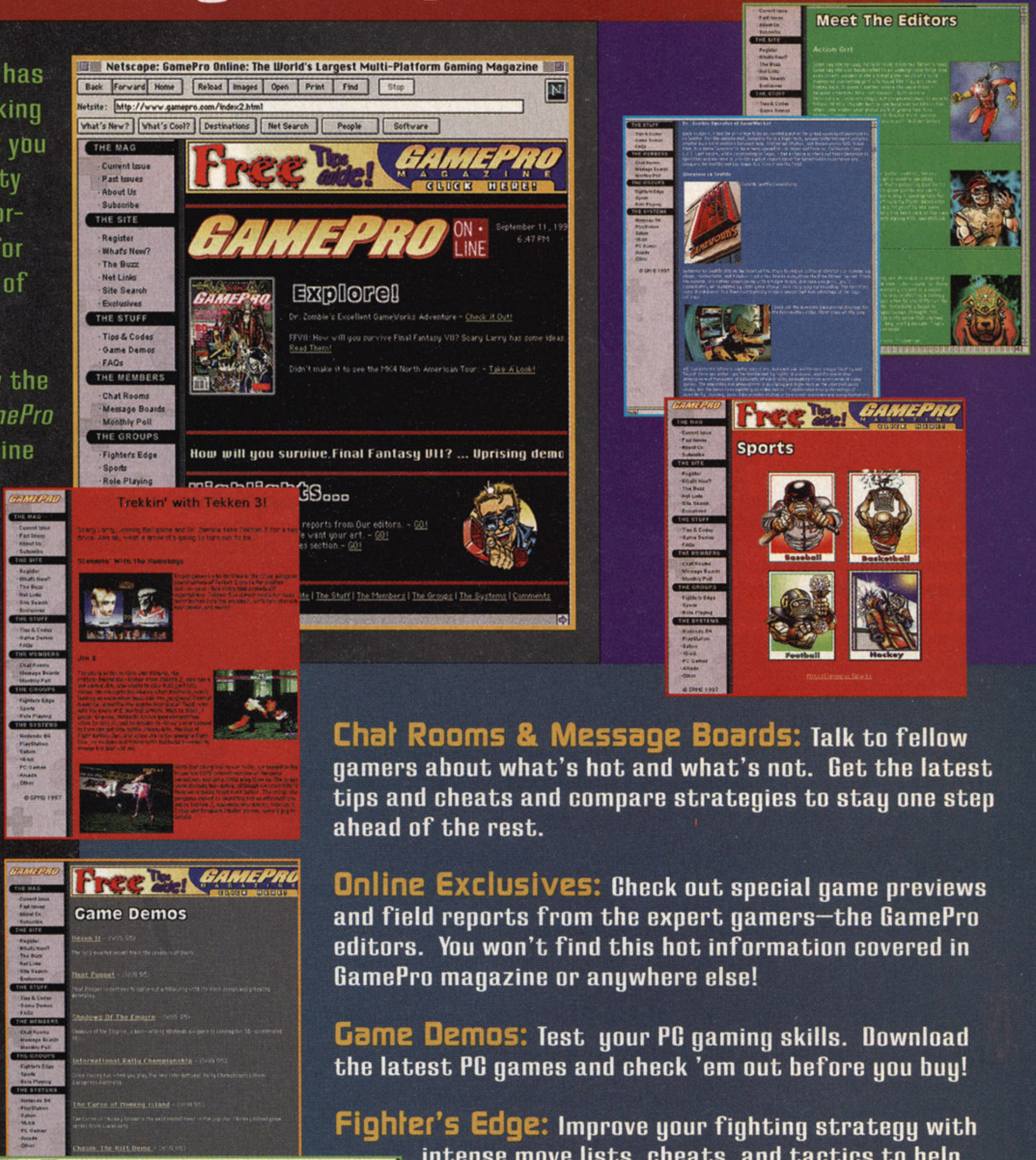

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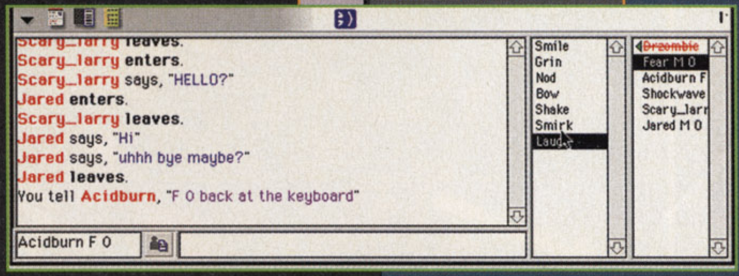

Smile
Grin
Nod
Bow
Shake
Smirk
Laug
~~Drzombie~~
Fear M 0
Acidburn F
Shockwave
Scary_larr
Jared M 0

Scary_larry leaves.
Scary_larry enters.
Scary_larry says, "HELLO?"
Jared enters.
Scary_larry leaves.
Jared says, "Hi"
Jared says, "uhhh bye maybe?"
Jared leaves.
You tell Acidburn, "F 0 back at the keyboard"

Acidburn F 0

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One

(By ASC Games)

By Major Mike

TEEN T AGES 13+

Challenge adv Level

Replay? MED

$49.95

Available now

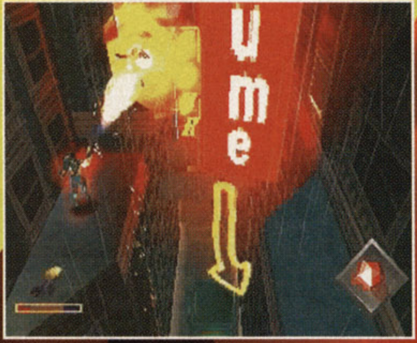
Action/ adventure

1 player

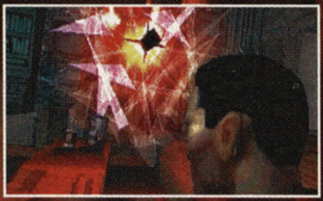
6 stages

Analog-compatible

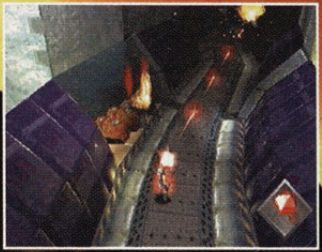
ONE



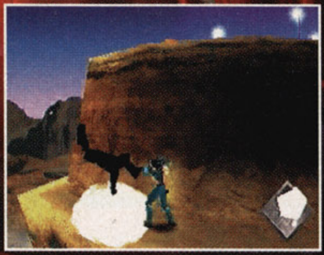
You're not limited to using just the laser cannon. You'll find several different weapons throughout the game, like missile launchers and flamethrowers.



Well-placed cut scenes provide a nice break in the action.



PROTIP: Instead of charging ahead into a long, unknown stretch, stand still and fire a few shots ahead of you first. You may take out enemies and their structures in the distance.



PROTIP: When in close to an enemy, forget about using the laser. Swipe them with your metal arm instead.

Fun Factor

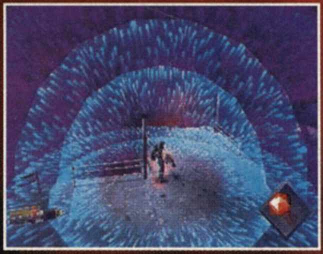
4.5

One pulls out all the stops and comes out a bona fide winner. Don't be fooled by other big-budget action titles—One's the real thing. For really intense action, there's only One game in town.

Graphics

4.5

One's jaw-dropping graphics are some of the most stunning seen on the PlayStation so far. An inadequate camera view, occasional visual overload, and breakup are the only drawbacks.



PROTIP: When your Rage Meter is maxed out, use your smart bomb as soon as possible—it's available only for a limited time.

Sound

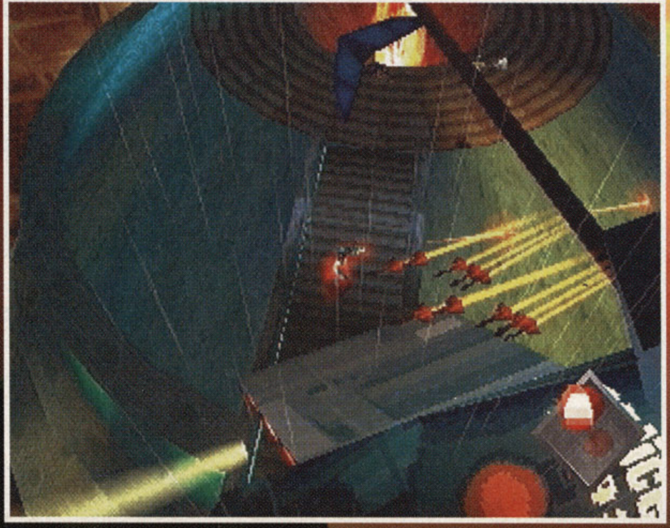
4.5

The intense themes perfectly set the pace for each stage. However, some of the sound effects don't measure up—especially the wimpy grunts and groans.

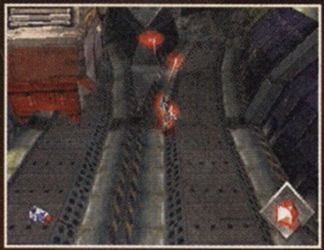
Control

4.0

Moving and shooting are easy for the most part, but problematic jumping can make the game frustrating. A practice mode to perfect Cain's skills would have helped.

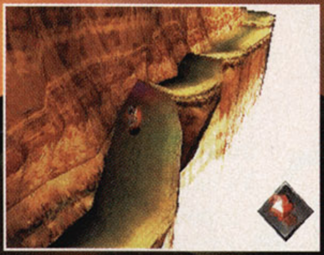


One features long stages, stunning visuals, and plenty to shoot at.



PROTIP: In Stage 4, stay off the monorail tracks whenever possible; you never know when a train will pass through.

PROTIP: When riding the cable in Stage 3, keep your eye out for mines that might be placed along the cable's path.

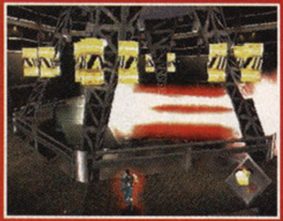


PROTIP: When running on catwalks and ledges, keep moving. Chances are sections will fall away.

PROTIP: In the first stage, don't bother shooting the chopper. Instead, run to the cave at the end of the catwalk for safety.

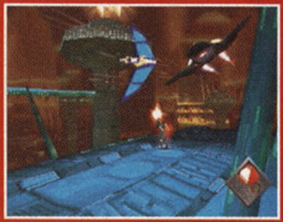
Three Bosses, Three Problems

Stage 1 Boss



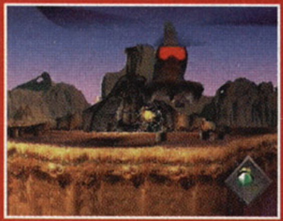
Climb to the top of the shaft and shoot the drums on the support beams.

Stage 2 Boss



No boss here, but shoot down as many ships as you can. If the craft you're riding on takes too many hits, it'll explode.

Stage 3 Boss



Don't waste time trying to down the last chopper. Instead, stand by the complex and let it fire missiles at you. If you jump out of the way at the last minute, the missiles will miss and damage the complex. When the complex is destroyed, you can enter the next stage.

PROTIP: Always run away from incoming jets—they'll usually fire a missile at you as they pass overhead.

One finally blasts its way onto the PlayStation with some of the most intense action and shooting this side of MDK. One's thumb-blistering action, eye-grabbing visuals, and unique gameplay make it a top action/adventure offering.

Apocalypse...Pow!

One takes place in a militaristic 2037. You play as John Cain, an ordinary man who awakens to discover someone's swapped his left arm for a mechanical laser cannon. Not only that, but a small army's bent on his demise. Time to get mad, get even, and blow up things.

One's vitality system supports the game's theme of revenge. Instead of a health bar, One uses a Rage Meter. Your firepower and health increase with each enemy you shoot and item you destroy. When the meter reaches its peak, you can fire a screen-clearing smart bomb.

One has 3D run-n-gun action in gigantic stages, and the responsive controls keep the action in...well, control. You'll blow through subway systems, blast across rooftops, slide down high-tension wires, and hop from vertigo-inducing cliffs—just to name a few locales. The game drops you immediately into the action, but well-placed cut scenes provide a much-needed breather between stages. The fast-paced action forces you to rely mostly on quick reflexes in order to survive the onslaught of soldiers, gunships, and more. Moving and shooting are easy to master, but some jumps are problematic. Missing certain jumps repeatedly (often at the cost of a life) can be incredibly frustrating.

One-derful Graphics

One's graphics steal the show—especially the firefights and explosions. Glass shatters, buildings crumble, missile-firing ships zip by, and bosses take up almost the entire screen. However, small details shine, too: When you torch an enemy with the flamethrower, for example, they'll flail their limbs until only ashes remain.

The stage architecture is also a highlight. In the Metropolis stage, for instance, you blast your way across rain-soaked rooftops that look like they're right out of *Blade Runner,* complete with aerial traffic lights and spouting towers of flame. Need a bridge? Just shoot a giant billboard and watch it topple!

The only graphical glitches are sheer visual overload and a troublesome camera view. At times too much destruction fills the screen, which then causes the action to bog down and breakup to set in. This also makes it difficult to see where you are exactly. The camera view is even more problematic: Sometimes it's difficult to see the path ahead of you, especially when you're making precision jumps. Successfully navigating a series of platforms is more trial-and-error than a test of skill. An adjustable camera angle would have definitely helped here.

Music to Match

Almost on par with the visuals is the game's excellent music. Intense tunes drive the action with everything from thundering bass to suspenseful drum beats. The sound effects, though, are a mixed lot. The best effects are the eerie radio conversations of pursuing enemies and the various sounds of destruction. On the flip side, the characters' weak grunts and groans detract from the game's overall effect.

Cain to Fame

Control and other minor tweaks aside, One packs a big punch and will keep you riveted for quite some time. Get lost, Lara Croft; slide over, Sub-Zero—One's the new action king. G

WCW Nitro

(By T•HQ)

By Johnny Ballgame

Replay? HI

Challenge adj Level

KIDS TO ADULTS K-A AGES 6+

$49.95
Available January
Wrestling
2 players
64 wrestlers

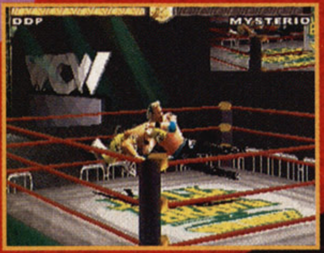
WCW Nitro explodes onto the PlayStation with dynamite graphics and chest-chopping good times. Although the gameplay lacks the depth of WCW vs. the World, wrestling fans will find the authentic moves, taunts, and rants of their favorite wrestlers irresistible.

Nitro rumbles into the ring with singles and tag-team matches, six unique rings, and awesome video clips. Another cool feature called "surprise attacks" allows you to call another wrestler into the ring during singles matches to help you mangle the mess out of your opponent.

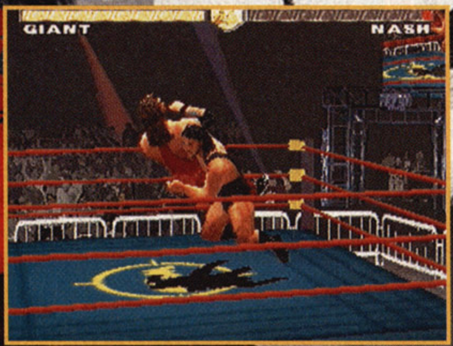
The game features 64 incredibly detailed bad-ass brawlers (16 selectable, 48 hidden), including everyone from "Hollywood" Hulk Hogan to Miss Elizabeth. Nitro's amazing graphics capture the size and personality of each fighter, while the sound includes trademark taunts like the Macho Man shouting "Oh, yeah!"

Controlling your wrestler, though, is troublesome at times. It's fun to pummel your opponent with Buzz Killers and Scorpion Death Locks, but the button taps are difficult to perform.

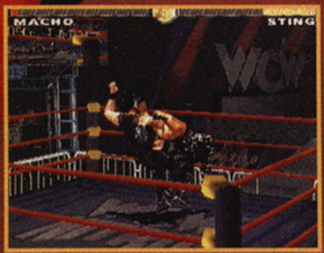
If you're a wrestling fan, you'll love WCW Nitro's wild Monday-night attitude. The fast action might also attract fighting game enthusiasts, but only the WCW faithful will find fun in the wrestling nuances like watching Alex Wright dance. G



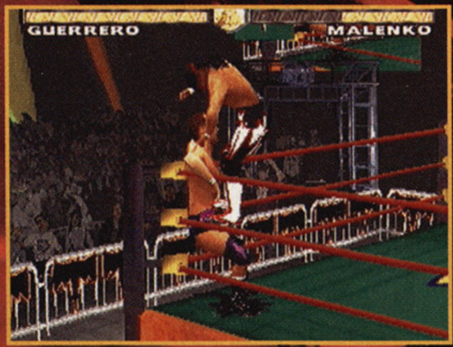
PROTIP: While playing as DDP, tap ↑, ×, ×, ○ when your opponent's life bar is flashing red to floor him with the devastating Diamond Cutter.



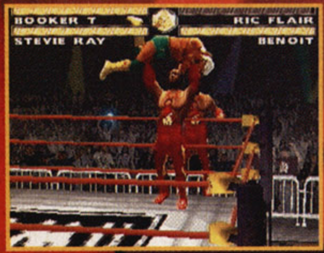
PROTIP: The Giant's Choke Slam is performed by tapping ↑, ×, ○, ○ when your opponent's life bar is flashing red.



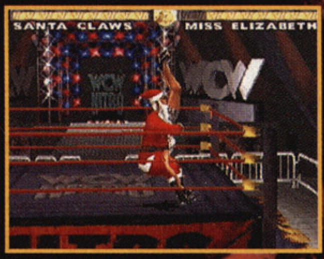
PROTIP: Sting's bone-breaking Reverse DDT is performed by tapping △, △, ○.



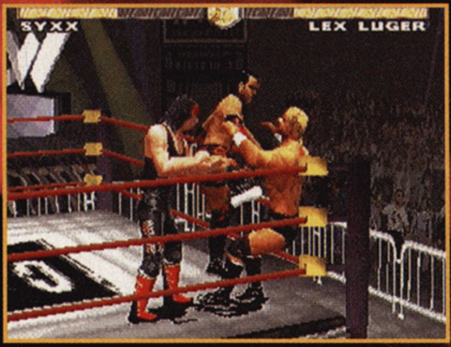
PROTIP: Whip your opponent into the corner turnbuckle then smack him around by tapping → and repeatedly tapping □.



PROTIP: In tag-team matches, use frequent tags to keep both of your wrestlers healthy.



PROTIP: Hidden characters are uncovered every time you win the singles championship with a different wrestler.



◀ PROTIP: When you're about to lose a match, press Select to call in one of your wrestling buddies to help change the momentum of the match.

Fun Factor

4.0

Whether you're NWO 4 life or a diehard of the WCW, Nitro slaps you with the top-rope mayhem and mat action you love. It doesn't quite provide gameplay as good as WCW vs. the World, but it's still fun to play, especially if you're a wrestling fan.

Control

3.5

Some of Nitro's moves require too much patience and practice to perform. The game also lacks the variety of vicious submission holds and the Spirit meter that added depth to WCW vs. the World.

Sound

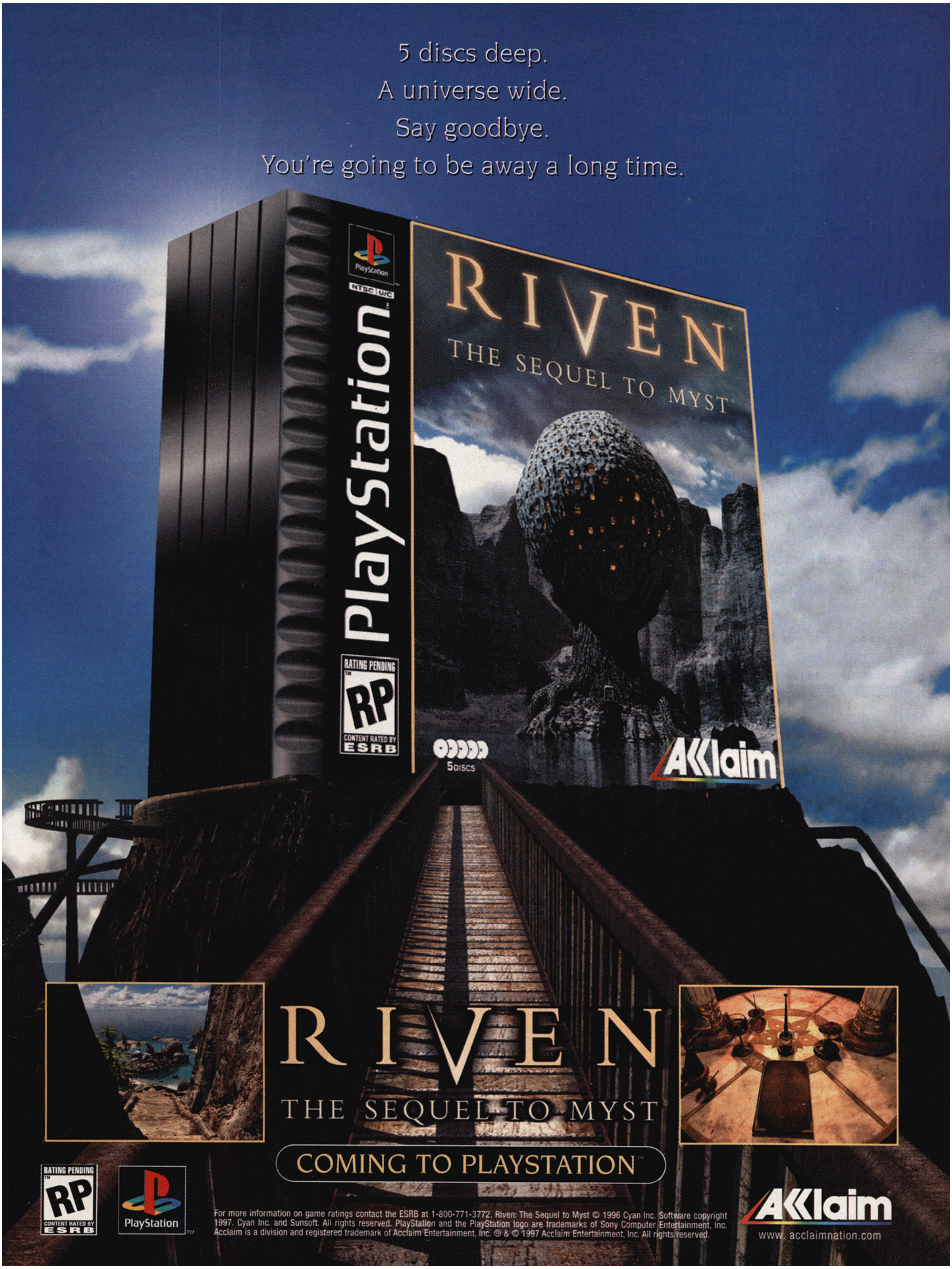
4.5

Wrestler theme songs and voices, bones cracking, and fighters gagging while in the clutches of the Giant's Choke Slam add to the realistic feel of the game.

Graphics

4.5

The size-proportioned wrestlers, detailed moves, and hilarious taunts help Nitro slam the PlayStation with the best graphics of any wrestling game to date.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Say goodbye.
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Auto Destruct
(By Electronic Arts)
By The Rookie

AUTO DESTRUCT

Mission-based combat racing is the name of the game in Auto Destruct, a crafty little action title that mixes elements of Twisted Metal and Nuclear Strike. While it's not a perfect game, trigger-happy racers will enjoy the destruction they can do on these streets.

Gunnin' for Revenge

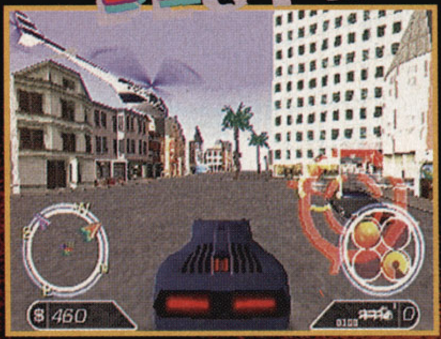
A group called the Temple has enlisted your services to take down a cult called the Disciples of Lazarus. While racing through cities such as San Francisco and London, you complete objective-based missions, such as searching for and destroying enemy vehicles and driving people to specific places within a time limit. Throughout, you'll have to manage your car and ammo resources (refuel, repair, and replenish).

Auto Destruct's graphics, control, and sound all prove adequate. The vehicles are rendered in polygonal fashion but sport modest detail. And even though a lot of clipping is apparent on road and hillside surfaces, the buildings are smoothly rendered with little pixelization, even when you're close to 'em.

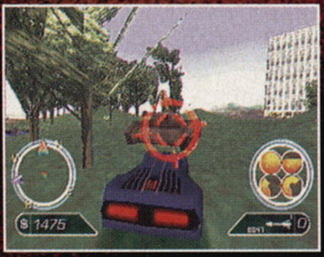
As for control, once you get used to how your car handles, you'll have no problem whipping around corners or blasting enemy vehicles. The sound is probably the weakest link in AD: Some of the effects, such as the rocking explosions, are right on, but other sounds, such as the monotonous droning of the '70s funk background music, will drive you bonkers after a while.

Master of Disaster

If you liked Felony 11-79, but were disappointed that it lacked variety in its missions, Auto Destruct will definitely fill your combat-racing void. Those of you who are mildly curious should give it a spin as a rental. G



PROTIP: If you get separated from your copter escort, you can still reach your next objective by positioning the green arrow at the top of your nav pad and driving in that direction.

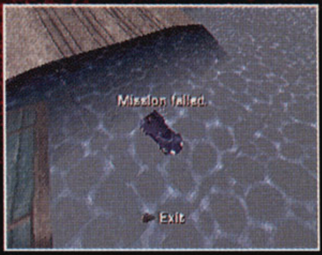


PROTIP: To take out this tank, get right up on it and blast away with your missiles.

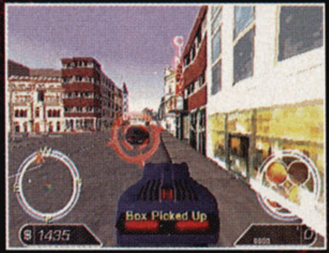
Auto Destruct by Electronic Arts

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.5

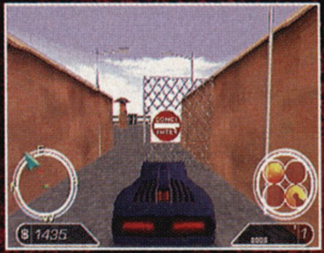
$49.95
Available January
Combat racing
1 player
25 missions
Challenge: Intermediate
Replay value: Medium
ESRB rating: Teen



PROTIP: Avoid the water—if you get wet, you'll have to restart the mission from the beginning.



PROTIP: In Mission 2, stay about two car lengths' behind the black van so you can pick up the boxes it drops and still keep it in sight as it weaves through the city.



PROTIP: Look for Do Not Enter and Stop signs on gates and fences—you can usually bust through these to get in and out of confined areas.

MONOPOLY

By Bad Hare

The video-game version of the classic board game features all the aspects of the board game, plus some popular house rules, such as rent immunity and Free Parking jackpots. And it's sure handy leaving all the banking to a computer chip.

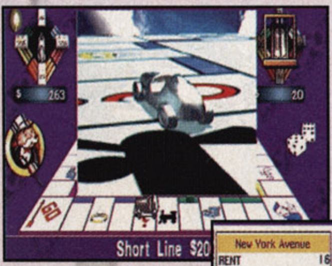
Trading takes place on a simple rotating board, while rendered animations show the tokens progressing around the board, as well as what the properties up for sale look like. Control is simple and the cursor moves fast; if you have a PlayStation mouse, it's even easier. All the jazz piano soundtracks become annoying after just a few loops, though, and the rendered movies only slow the game down.

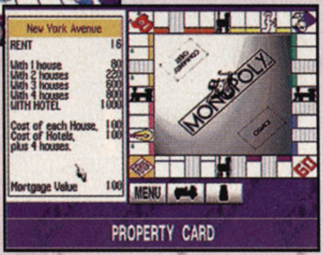
You can have just as much fun with the actual board game for less money, but those who prefer an electronic version of Monopoly will find this one enjoyable and error-free. G

Monopoly by Hasbro Interactive

Graphics	Sound	Control	Fun Factor
3.5	2.5	4.0	3.0

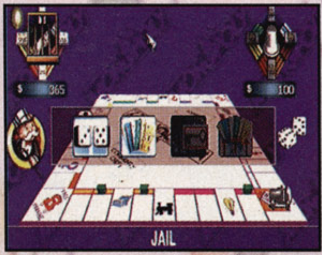
$39.99
Available now
4 players
Board game
Rotating view
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults



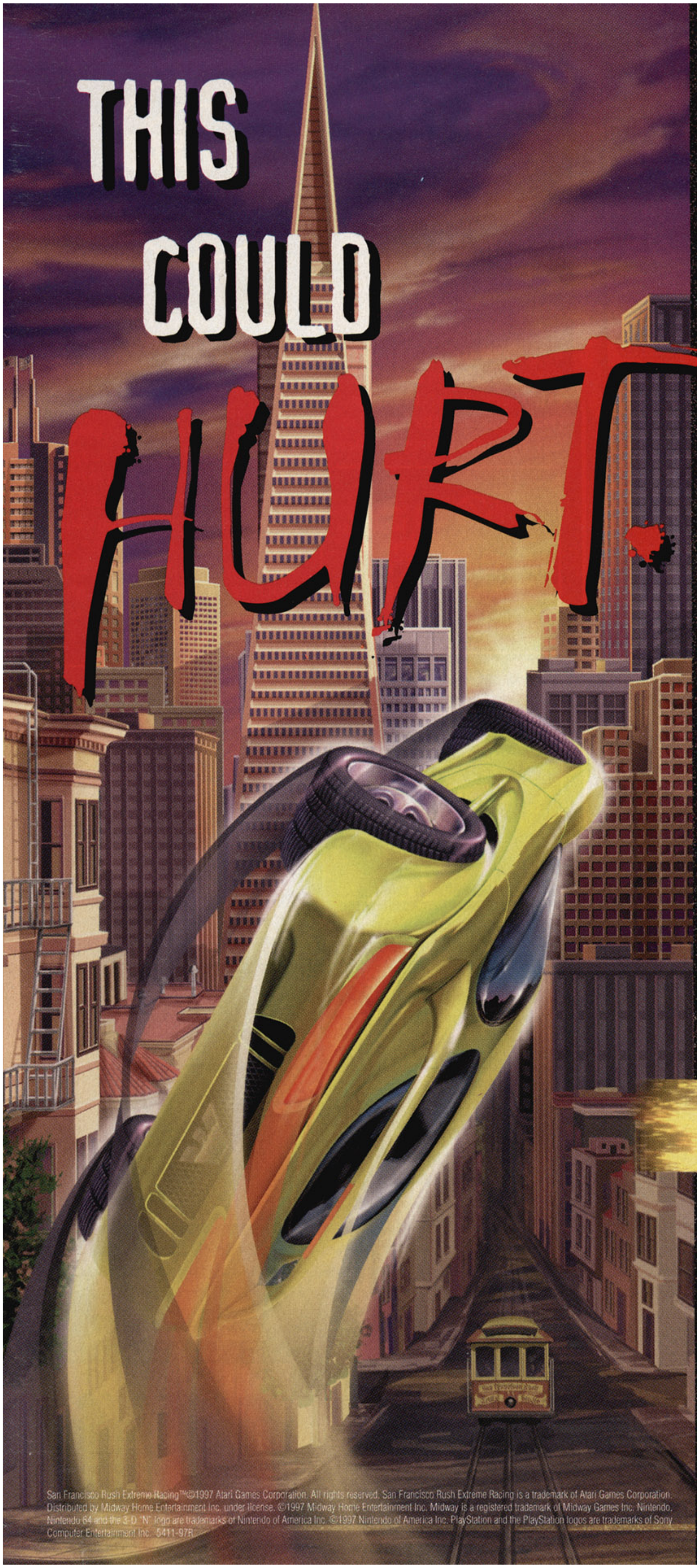


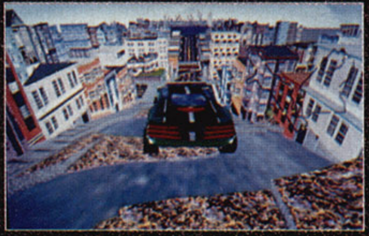
New York Avenue
RENT 16
With 1 house 80
With 2 houses 220
With 3 houses 600
With 4 houses 800
WITH HOTEL 1000
Cost of each House. 100
Cost of Hotels, plus 4 houses. 100
Mortgage Value 100

PROTIP: The purple and orange properties are good pieces to pick up because they're the first places people land after getting out of jail.

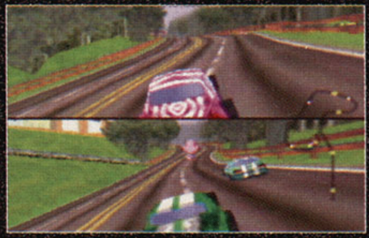


PROTIP: Once you have properties and houses, don't hurry to get out of jail. You can just sit there and collect rent.

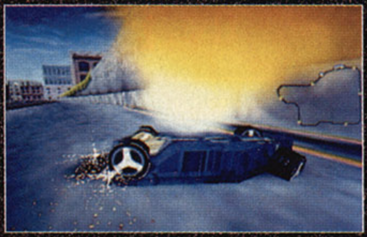




Okay, so you're flying through the city of San Francisco hitting a heart-pounding speed of 160 mph. But up ahead is Lombard Street -- famous for its many curves.



Should you slow down? Or push the pedal? We suggest you nail it. Because you're in San Francisco Rush, the most awesome racing game to ever come home. There



are shortcuts. Hidden keys to help you find cool cars and even more shortcuts. And, of course, speed, air and totally awesome crashes. So bring home San Francisco Rush today. It won't hurt as much as you think.

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Game Informer Magazine

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SPAWN
THE ETERNAL

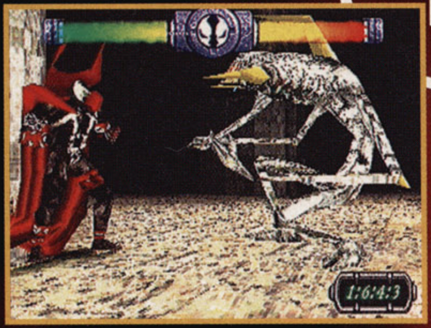
By Bad Hare

It's been a rough year for Spawn. First his movie stinks; now his much anticipated game, Spawn: The Eternal, stinks too, crucified by bad control and repetitive gameplay. It's enough to make the guy wish he'd never gotten out of Hell in the morning.

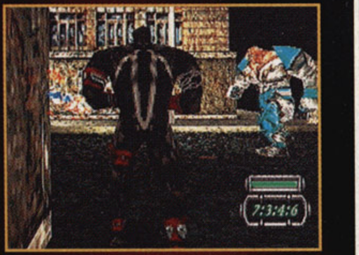
As Spawn travels through three worlds (plus nine levels of Hell) on his way to fight Malebogia, comic fans will encounter many familiar characters, including Violator, Redeemer, and Billy Kincaid, plus plenty of generic goons. But if getting there is half the fun, players will want to know what the other half is supposed to be. The 3D sprites are huge and detailed, but Spawn runs like a linebacker and wears his trademark chains and cape only during a fight—and then it's either one or the other. Plus Spawn's special attacks are need-lessly complex to perform in the heat of battle, and the controls don't respond well. Oh, and you can't jump during fights, either.

A bunch of uninspired grunts and limp rock music during combat make up the fight soundtrack, though the atmospheric stuff you hear while wandering around is creepy. Still, Resident Evil's a whole lot more foreboding.

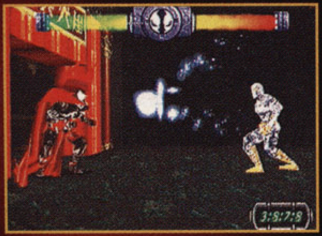
It'll break every fanboy's heart to read this, but this incarnation of Spawn truly deserves eternal damnation. G



PROTIP: Save your game every time you enter a new area, just in case you get ambushed. It's all too easy to get your butt kicked in a surprise fight, and you can't save during the heat of combat.



PROTIP: There are many times when you can see an enemy before they can see you. That's the time to check your health meter and plan your attack.



PROTIP: Use L1 to dodge the Redeemer's cheap blue fireball the moment the fight begins, or you'll get zapped.

Spawn: The Etenral by Sony

Graphics	Sound	Control	Fun Factor
3.5	2.0	2.5	2.0

$39.99
Available now
1 player
Action/adventure

Behind-the-shoulder view
Replay value: Low
Challenge: Adjustable
ESRB rating: Teen

SHADOW MASTERS

By Scary Larry

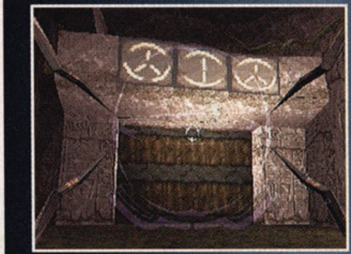
If you remember Eidos's game Machine Head from a year ago, or if you loved Descent, then you'll already have an idea of what Shadow Masters is like. But while this shooter has elements from both those games, including fast-moving action and huge explosions, it also throws in creatures designed by famed fantasy illustrator, Rodney Matthews.

The game's strange, otherworldly look is only surpassed by its lightning-fast gameplay, which actually becomes annoying at times—as you blaze around a corner, you'll slide right into monsters. But with strategic puzzle elements, like timed switches and sequential triggers (where you have to press each trigger in a pattern), the game has some lasting power.

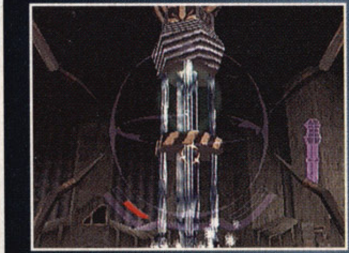
The in-game audio cues also help out, although some are repetitive (you'll hear a certain hawk scream over and over), but the rockin' explosions make up for any sonic mishaps.

Shadow's control is fluid, although you may find yourself fighting the directional pad in tight spots. Your vehicle seems to get stuck a lot in corners and crevices. There are also times when it seems that you're swaying to the right for no apparent reason.

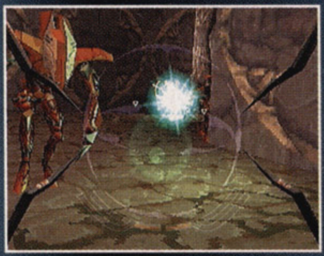
With a little patience and some sharp shooting, you could master the game in no time. It's definitely a graphical leap from Machine Head, and although there's no chunky gore, it's still more fun than Descent. G



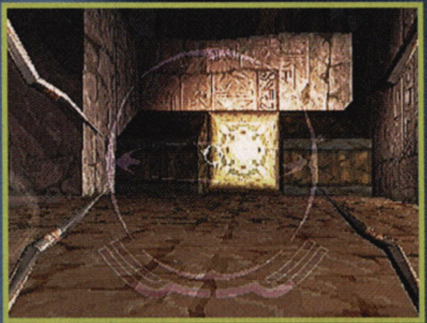
PROTIP: The keys to most puzzles are engraved on the walls.



PROTIP: Blow up the giant cylinder in this room and you'll open the door to the exit.



PROTIP: Your radar will show you enemies before your eyes will. Before you go charging around a corner, check your heads-up display (HUD).



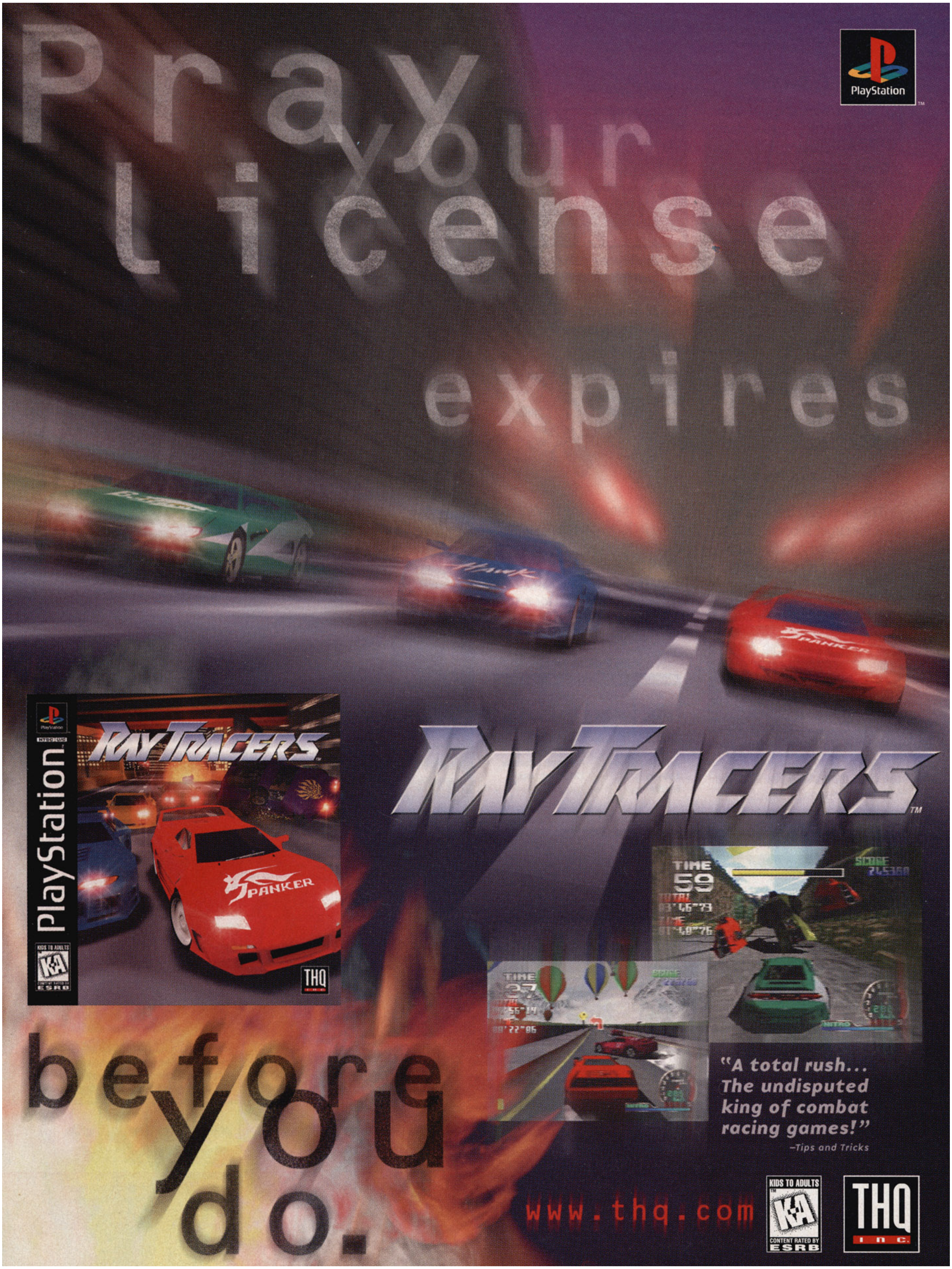
PROTIP: Check out every glowing object carefully. Some may just be wall torches, but some, like the one in this secret room on Silvan, are actually switches.

Shadow Masters by Psygnosis

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	4.0

$49.95
Available January
1 player
Vehicle shooter

First-person view
Replay value: Medium
Challenge: Intermediate
ESRB rating: Teen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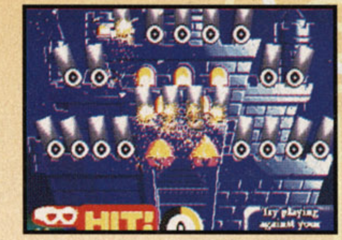
–Tips and Tricks

By Bad Hare

Want the gun without the gore? Point Blank replaces the grisly elements of most shooters with good old-fashioned fun.

With stage after stage of targets like cuckoo-clock birds, Point Blank is as close to—dare we say it?—cute as a shooting game can be. It's about accuracy, not bloodshed. There's no pesky reloading to frustrate beginners, and the constantly changing contests make it hard to get bored.

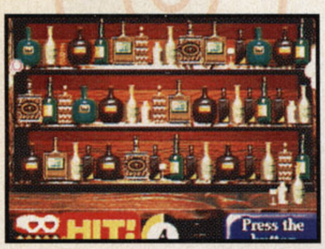


PROTIP: Properly calibrate the gun, then hold it at the same height as the screen. Adjust your TV or yourself so you're not shooting at an angle.

Point Blank

The simple 2D graphics work great for target shooting, and the gunshots sound fine. The Gun-Con controller is included and plugs in through the PlayStation's video jack, resulting in extremely accurate shots.

All these elements converge to make a lighthearted shooter that will entertain you for a surprisingly long time. G



PROTIP: In the bottle stages, pick a place to start and shoot the entire row, then shoot the shelf below in the opposite direction.

Point Blank by Namco

Graphics	Sound	Control	Fun Factor
4.0	4.0	5.0	4.0

$59.95
Available February
2 players
Shooter
Replay value: High
Challenge: Adjustable
ESRB rating: Teen

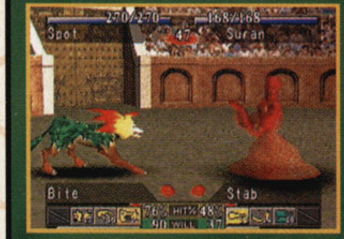
By Bro' Buzz

MONSTER RANCHER

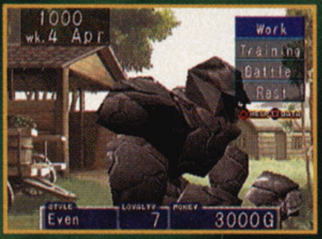
Monster Rancher's sort of a Tamagotchi dog fight where you raise a virtual pet, then earn cash by pitting it against monsters in a fighting arena. It may sound like a case for the virtual S.P.C.A., but its gameplay is harmless, slow-moving, and just plain weird.

In Rancher, there's much to think about but little to do. Training your cool-looking monsters through 10 off-beat activities, such as performing in a circus, grows on you after a while. But the simple menu-driven gameplay, which offers just a few button presses, definitely won't jack your adrenaline. The tournament fighting is similarly slow-paced, featuring only sparse animation.

Monster Rancher gets some props for standing out from the PlayStation herd, but it won't cause a stampede. G



PROTIP: Before a fight, check your opponent's data for clues on how to beat him. That can also show you how you need to train later.



PROTIP: Jobs earn cash and build up attributes, but invest in some formal training as soon as you can afford it.

Monster Rancher by Tecmo

Graphics	Sound	Control	Fun Factor
3.5	2.5	3.0	3.5

Price not available
Available now
Strategy/action
1 player
Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

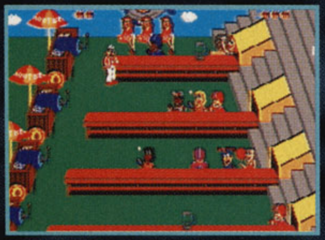
By Dan Elektro

MIDWAY PRESENTS ARCADE'S GREATEST HITS
THE MIDWAY COLLECTION 2

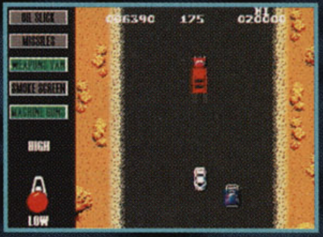
Midway offers more curiosities than classics in its latest retro-gaming release. You may have seen these seven oldies in the corners of your local arcade, but it's not likely.

Joust 2 is the best of the bunch—ultra-rare and virtually unknown, it improves substantially on the original. Spy Hunter and Moon Patrol serve up pure twitch goodness; the dizzying Blaster helped to pave the way for first-person space shooters like Starblade and Star Wars Arcade; and cute titles like Tapper, Splat, and BurgerTime reflect a more adventurous, quirky time in gaming history.

A poorly produced trivia game offers info and perspective on these wayward wannabes, but ultimately, this collection is only valuable to folks who already know its answers. This one's for historians only. G



PROTIP: From Level 2 on, Root Beer Tapper's patrons can be distracted by the stage show. If they're not facing the bar, don't serve them.



PROTIP: To dock with the Spy Hunter weapons van, drive in Low and let it pull ahead. Once you're lined up, shift to High and you'll zip right in.

Midway Presents Arcade's Greatest Hits: The Midway Collection 2 By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
3.0	3.5	4.0	3.5

Price not available
Available now
2 players
Action
7 games
Side view
Replay value: Medium
Challenge: Intermediate
ESRB rating: Kids to Adults

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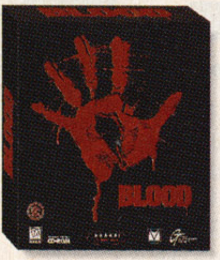

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Arcade Style, DOS, 16mb, J

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	Phantasmagoria	Interact. Game, DOS	5004502
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	The 11th Hour	Interact. Game, DOS	5054309
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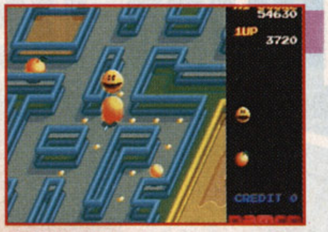
namco MUSEUM Volume 5

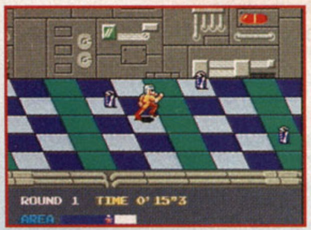
By Dan Elektro

Earlier volumes from Namco's Museum series gave classic games a new lease on life. However, this fifth and final installment of the reissue series feels more like a mercy killing. PacMania, Namco's 1987 attempt to give its icon three dimensions, headlines Volume 5, but the other four games have a heavy "Huh?" factor. Metro Cross, a futuristic footrace; The Legend of Valkyrie, a pay-for-play RPG; Dragon Spirit, the medieval Xevious clone; and Baraduke, the Section Z–style shooter, are little more than footnotes to gaming history.

Lots of gamers are heavy into retro action, and although the Museum's presentation of its material rocks, some of these ho-humdingers didn't need unearthing. But, hey, now you can at least finish spelling out "NAMCO" with the CD covers. G



PROTIP: When jumping over Pac-Mania's monsters, change directions during the jump to fake them out.



PROTIP: In Metro Cross, instead of kicking the blue soda cans for extra points, jump on them to completely stop the clock.

Namco Museum Volume 5 by Namco

Graphics	Sound	Control	Fun Factor
4.0	3.5	4.0	3.0

Price not available
Available now
Action
5 games
Side view

Challenge: Intermediate
Replay value: Medium
ESRB rating: Kids to Adults

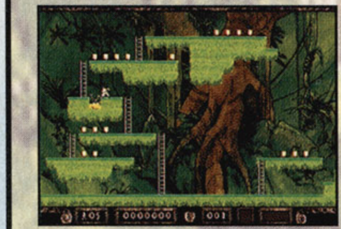
LODE RUNNER

By Dr. Zombie

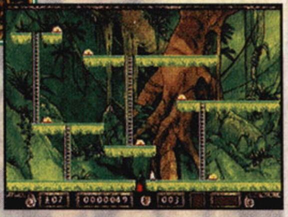
Longtime PC gamers already know the stubby guy's scurrying up and down ladders, running through endless maze-like levels, digging holes, and picking up gold. Although the little man's all action, Lode Runner is really a compelling and challenging puzzle game.

LR challenges you in over 300 levels to find the correct path to the exit that leads you to the next maze, which you can do solo or with a friend to see who can get the high score. An impressive Construction mode enables you to create infinite levels of your own. Add to this sharp graphics, ambient tunes to facilitate thinking, and an excellent controller interface, and you have a game that delivers hours of classic puzzle entertainment. G

LODE RUNNER



PROTIP: When digging, start with one more hole than the total number of layers to dig through.



PROTIP: Lure enemies to one side to trap them in holes, then run back over on top of them.

Lode Runner by Natsume

Graphics	Sound	Control	Fun Factor
3.0	3.5	4.5	4.0

Price not available
Available now
Puzzler
2 players
300+ stages

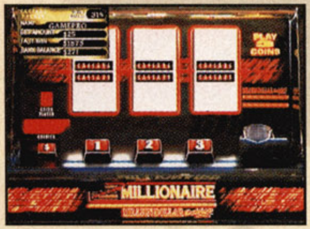
Side view
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

CAESARS PALACE

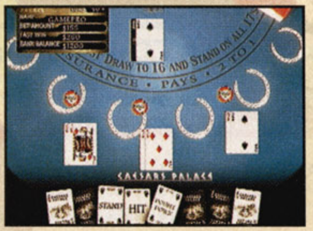
By Bad Hare

Caesar's Palace might be the venue for PlayStation casino fans, but don't bet on it. CP houses five games—craps, slots, blackjack, roulette, and baccarat—plus full-motion-video tutorials of the complicated casino contests. The high-res graphics are stunted only by low-res TV sets; it's sometimes hard to read the card faces. Frequent loading times don't help much either. The dealers' accented voices, along with the cheesy jazz music, can be turned off, while the button layout is sometimes trickier than necessary.

The staid Caesar's Palace really could be more inventive, and it's already been bested by this season's other gambling sim, Golden Nugget. G



PROTIP: Play the maximum number of coins on slot machines so winning combos don't show up on a line you're not playing.



PROTIP: In blackjack, if you have two cards that add up to 11, choose the Double Down option—you have a good chance of drawing a 10 for 21.

Caesar's Palace by Interplay

Graphics	Sound	Control	Fun Factor
3.5	3.0	3.0	3.0

$44.95
Available now
Casino sim
2 players

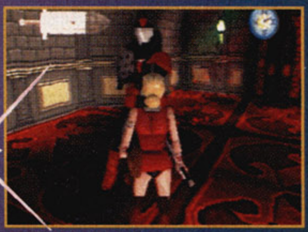
Challenge: Intermediate
Replay value: Low
ESRB rating: Kids to Adults

EXCALIBUR 2555 AD

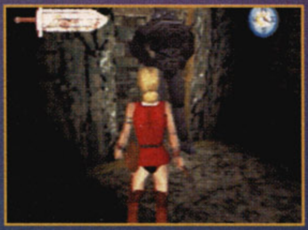
By Boba Fatt

In Excalibur 2555 A.D., you play as Merlin's assistant who's sent to the future to recover the fabled sword from evil raiders. The game has a novel idea, but its execution is an expansive catalog of video-game blunders—an experience one spends the rest of the day trying to forget. The visuals aren't too bad, but once you pick up the controller, they don't help you get over the fact that this is a really awful game.

The puzzle elements are bland and clichéd, while the battle system is complete trash: You stand toe-to-toe with your foes (which range from giant spiders to elves), trading blows at a ridiculously slow pace, while awful techno tunes try to keep your blood pumping. It fails miserably, and so does Excalibur 2555 A.D. G



PROTIP: To fully restore your health, pause the game and press △ three times, then □ five times.



PROTIP: Deliver the power pack to this robot to complete the first level.

Excalibur 2555 A.D. by Sirtech

Graphics	Sound	Control	Fun Factor
3.0	1.5	1.5	1.5

Price not available
Available now
Action/RPG
1 player

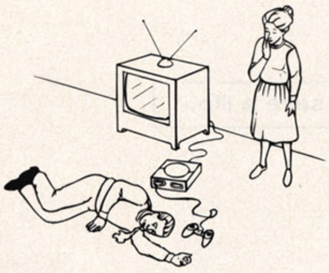
Multiple views
Replay value: Low
Challenge: Medium
ESRB rating: Teen

Read this while you still have time to save a life.

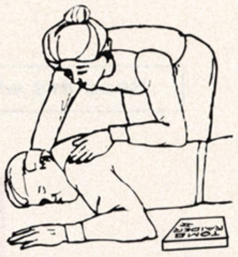
Gamer First Aid

1. Stop the game.
2. Call for help.
3. Act quickly. The victim may faint.
4. Get to the nearest hospital.

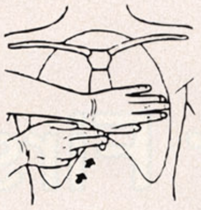
CPR for Gamers



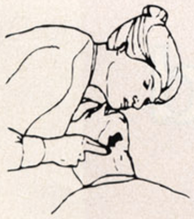
Assess the situation
Is the scene safe?
Has the game been saved?



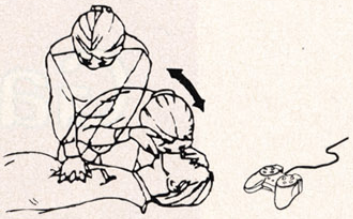
Check for unresponsiveness
Gently tap and ask "Are you okay, dude?"



If no pulse find compression position
Lower third of sternum (breastbone)



Check the pulse (10 seconds)
Check on groove on side of neck



Give 2 breaths & 15 compressions
Perform 4 cycles (one minute)

After 1 minute recheck vitals (breathing and pulse)

● If no pulse and no breathing	Perform CPR (15compressions and 2 breaths)
● If pulse but no breathing	Perform rescue breathing(1 breath every 5 seconds)
● If pulse and breathing	Encourage victim to wait at least 5 minutes before restarting game

To receive playing tips, call the ***Eidos Hint Line (900) 773 - 4367***
Cost of call $0.95/minute. Must be 18 years or have parent's permission. Touch tone phone required.

EIDOS
INTERACTIVE

You've been warned.

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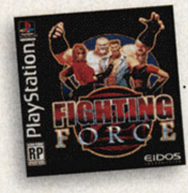
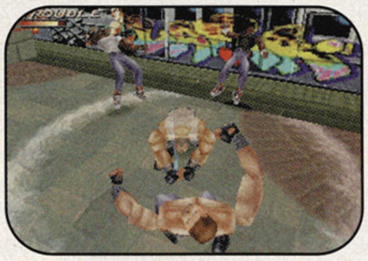
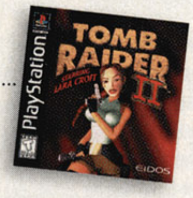
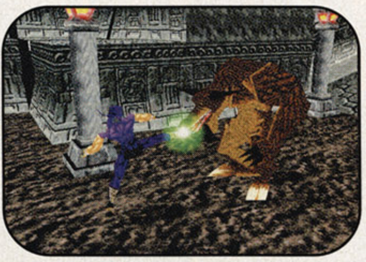
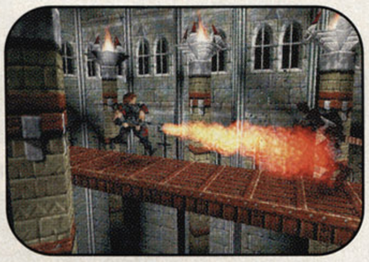

PlayStation
FIGHTING FORCE
RP
EIDOS




PlayStation
TOMB RAIDER II
starring Lara Croft
EIDOS



PlayStation
NINJA
RP
EIDOS



PlayStation
DEATHTRAP Dungeon
EIDOS

In most Eidos-related emergencies, your first response will be to finish the victim's game, potentially resulting in the loss of a lot more than a friendship. So before playing games like Ninja or Deathtrap Dungeon, study the enclosed first aid instructions. Then mount them in an easily accessible location near your PlayStation™. And rest assured that once you've assisted the injured, you can finish what their lame ass couldn't.

PlayStation

www.eidosinteractive.com

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Quake

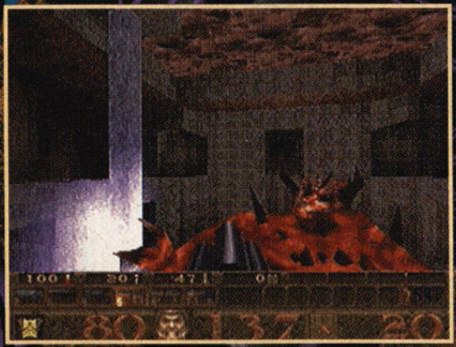
(By Sega)

By Scary Larry

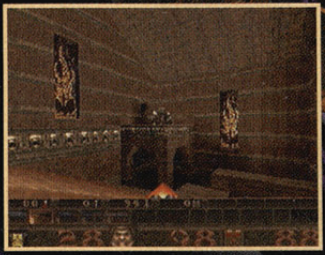
TEEN T AGES 13+ | Challenge int Level | Replay? MED

Price not available
Available now
Corridor shooter
1 player

Slim pickings for Saturn owners means that beggars can't be choosers, and this is painfully obvious with Quake. The long-awaited corridor shooter that's still tearing up the PC and Internet is finally home—except this home is not where the heart is. Although there's plenty of demonic gut-blasting and unholy head-popping, the game drizzles by because of a very poor graphics engine. At times, things are so blurry and pixelated, all you see are a disjointed grouping of shapes—definitely not what the polygon-heavy PC game was. To add insult to injury, the one factor that spawned thousands of Quake clans over the Internet is missing—Quake is not compatible with the Sega NetLink, and there are no multiplayer games on the disc. This means you gun alone, Quaker, and every granulated pixel belongs to you.



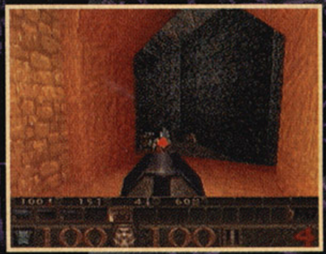
◀ ***PROTIP: To beat the lava monster in The Door to Chthon, ride the elevator up, then run in a counterclockwise circle around the monster and activate two of the three floor switches. Before hitting the third switch (which is located in front of the monster), make sure the two electrodes to the left and right of the demon have finished their descent.***



PROTIP: In the Grisly Grotto, take out this ogre, then the one below and to the left of you. Now follow the stairwells until you can jump to where the first ogre was killed—there's a Super Armor in this secret area!

QUAKE

Quake may not be the worst Saturn game available, but it certainly doesn't live up to its PC heritage. While this version is still a decent game, you're going to miss a lot of the nuances that made Quake great. It just proves that you can't have your Quake and eat it, too. G



Fun Factor

3.5

If you've never played Quake before, and all you own is a Saturn, you can't go wrong (although Duke Nukem for the Saturn tops it). But PC players (and soon N64 players) won't want to touch this shooter with a ten-foot nailgun.

Sound

4.0

Great sound effects, including a flesh-rippling background chant of voices, helps the game tremendously. All the monsters' screams sound vaguely similar, though, and the music never quite gets your adrenaline flowing.

Control

3.5

Controlling your player takes some practice—especially targeting enemies above or below you. And since you can't keep the Run mode on, the game feels like it's being played underwater.

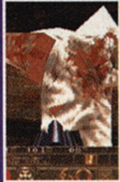
Graphics

3.0

As pixelated as graphics can get, veteran Quakers will still recognize the game, while newcomers may find it a blur. It looks like PC Quake played on a low-res machine.

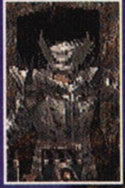
◀ ***PROTIP: If you think there's something waiting for you around a corner, lob a few grenades so that they deflect off the wall you're aiming at and bounce toward your unseen targets.***

Effective Killing in Trying Times



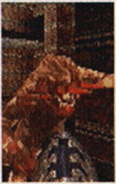
SHAMBLER

Most Effective Weapon: Super Nailgun



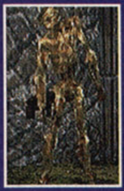
DEATH KNIGHT

Most Effective Weapon: Super Nailgun



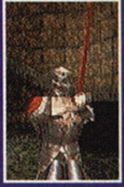
FIEND

Most Effective Weapon: Super Nailgun



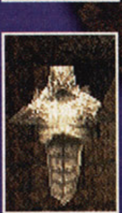
ZOMBIE

Most Effective Weapon: Grenade Launcher



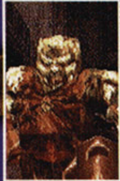
KNIGHT

Most Effective Weapon: Super Shotgun



SCRAG

Most Effective Weapon: Super Shotgun



OGRE

Most Effective Weapon: Rockets

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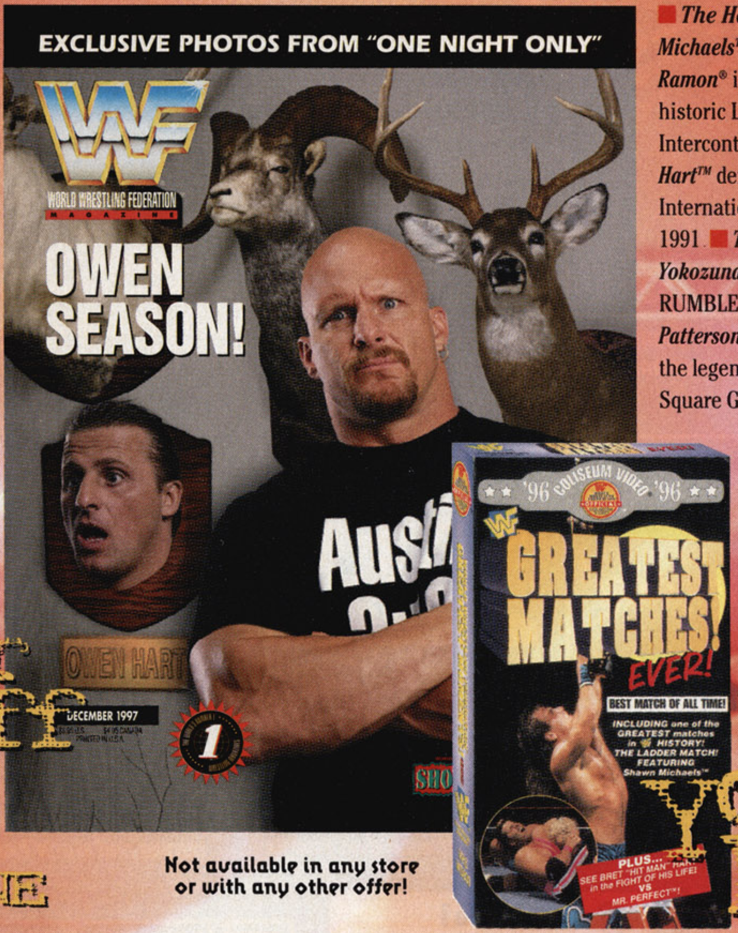
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Sonic R

(By Sega)

By Dan Elektro

KIDS TO ADULTS K-A AGES 6+

Challenge adj Level

$49.99

Available now

Racing

2 players

Multiple views

Replay? MED

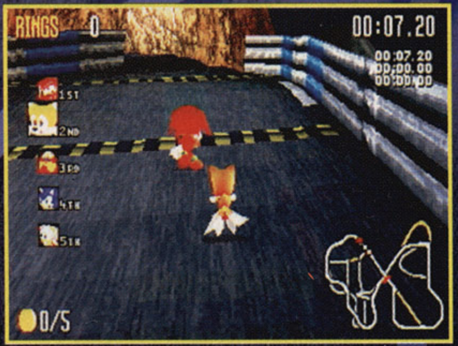
SONIC R

Sonic R answers the Nintendo 64 racing threat with dreadful music, horrible controls, and graphical glitches aplenty. Is that Diddy Kong laughing?

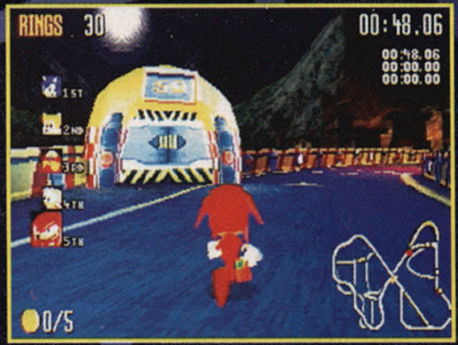
In addition to Sonic, Tails, Knuckles, and Amy, five hidden characters are ready to burn up Sonic R's five twisting tracks in a furious foot race. Collecting rings opens up shortcuts and pathways to Chaos Emeralds, while finding coins unlocks special endings.

Unfortunately, you'll also find problems in almost every game element. Pop-up problems kill the two-player game outright, while twitchy controls and unbelievably annoying music send the Fun Factor plummeting.

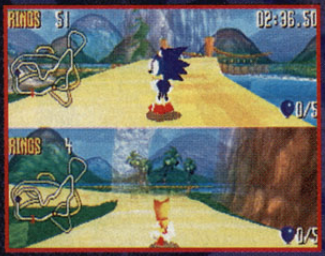
The "R" in Sonic R probably means "racing," but there are several other words that work, too—"rotten" and "ridiculous" both come to mind. Sonic doesn't deserve this, and neither do Saturn owners. Maybe the "R" really stands for "reject." G



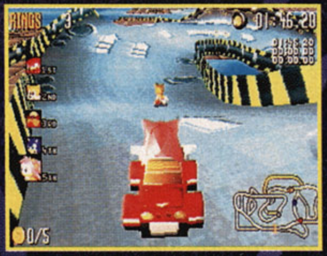
***PROTIP:** As you pass opponents, jump; if you bump into them, you'll slow down and they'll be unharmed.*



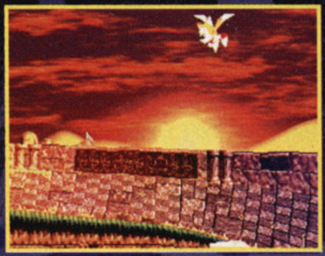
***PROTIP:** This 50-coin gate in Radical City leads to a Chaos Emerald, so it's definitely worth opening.*



With so many pop-up problems, two-player mode is more a test of your patience than your skill.

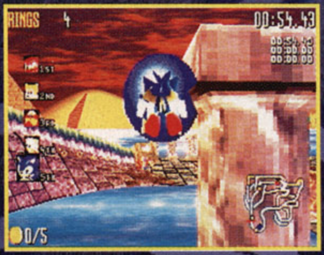


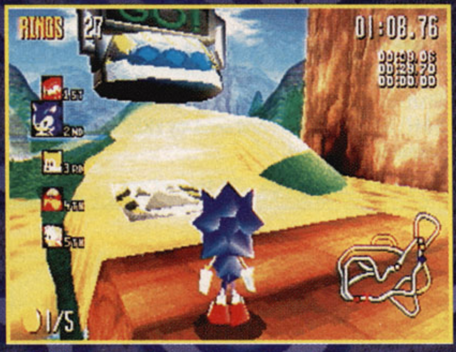
***PROTIP:** The L and R buttons will help you navigate sharp corners. Don't neglect them.*



***PROTIP:** Tails's helicopter hover move will only keep you aloft for about three seconds, so don't strand yourself over water when he starts to plummet.*

***PROTIP:** Use your character's special move, like Sonic's double jump, by pressing Button A twice. It'll help you skip tight curves and water hazards.*





***PROTIP:** If you're saving rings to open a gate, don't step on an accelerator—it takes 'em in return for the boost!*

Fun Factor

2.5

This "R" is definitely a "rental." Even with all the cool game options and secrets, it's simply too flawed to be fun for long.

Control

3.0

"R" means "responsive" ...but to a fault. At high speeds, it's nearly impossible to run in a straight line.

Graphics

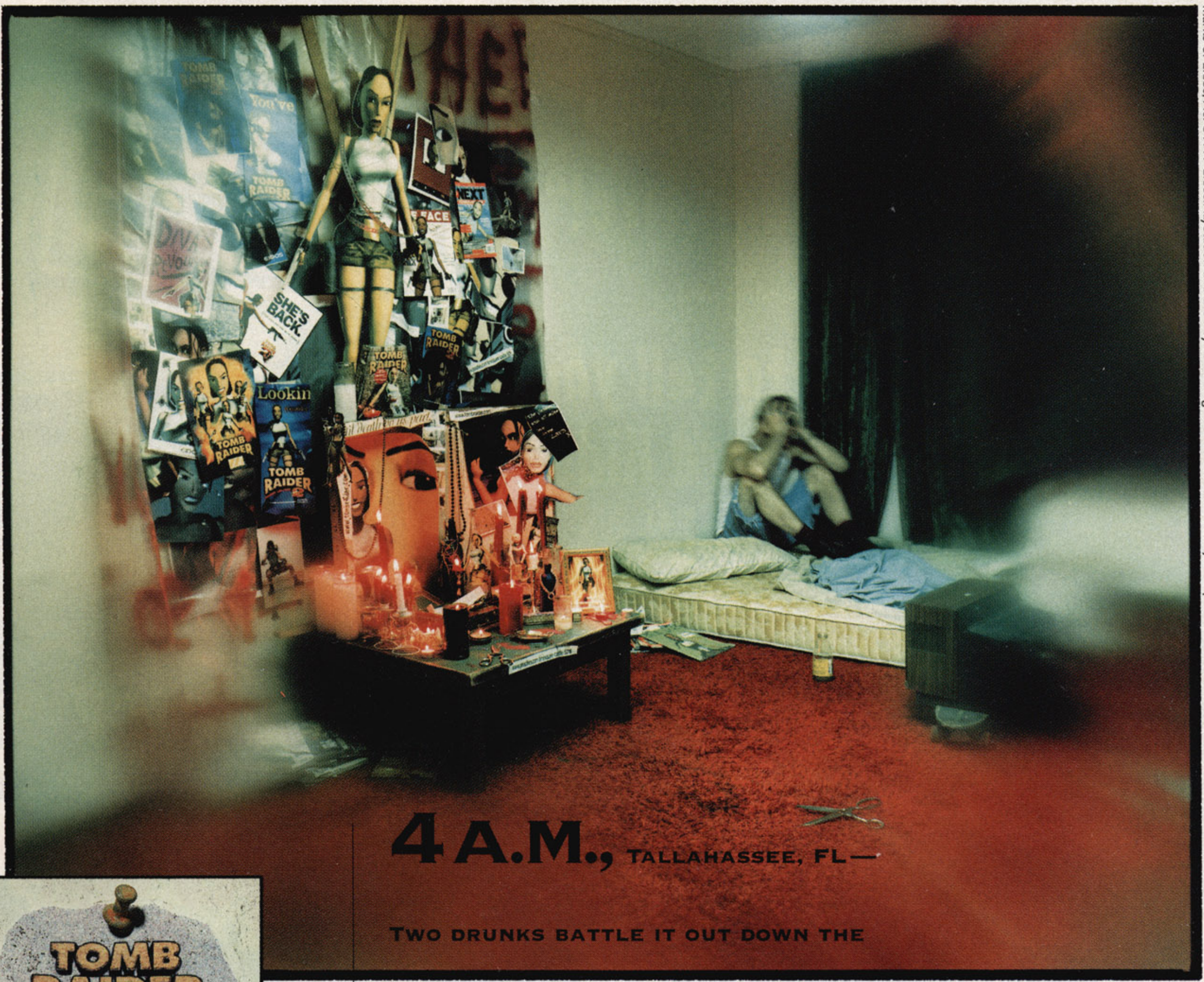
3.0

"R" stands for "receding." Where's the horizon? Dunno—the pop-up never lets you see it. The attempts to mask the problem with transparency effects didn't help.

Sound

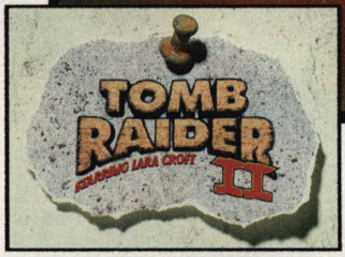
2.5

"R" represents "recycled" since all the effects are borrowed from past games, but it's also for "regurgitate," which is what you'll want to do when you hear the cheery pop songs.



4 A.M., TALLAHASSEE, FL—

TWO DRUNKS BATTLE IT OUT DOWN THE HALL. THE 38 EXPRESS SQUEALS TO A HALT EVERY HALF HOUR ON THE STREET BELOW. SLEEP DOESN'T COME EASY IN ROOM 23. BUT FOR 19 YEAR-OLD RAY COOPER, IT HAS NOTHING TO DO WITH THE NOISE. AS HE SAYS, "IT'S BECAUSE EVERY TIME I CLOSE MY EYES, ALL I SEE IS LARA CROFT."



inset photos

Top: The Second Coming, slated for this fall. **Bottom:** Preparing for her return.

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PC CD

PlayStation

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Pak Watch, Volume 103

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-Tips & Tricks

LAP 1/3
LAP 1/3
1
220
3
200
LAP 1/3
LAP 1/3
4
0
2
0

Snowboard Kids

POINT
60
TRICK GAME
TIME LIMIT
02'11"93

- 9 DIFFERENT COURSES, EACH OVER A DIFFERENT TERRAIN
- 5 DIFFERENT CHARACTERS TO CHOOSE FROM
- 5 DIFFERENT MODES OF PLAY, INCLUDING A HALF PIPE
- 4 PLAYER SIMULTANEOUS BATTLE RACES
- RUMBLE PAK COMPATIBLE
- OVER 36 DIFFERENT TRICKS
- REPAINT YOUR BOARD, NUMEROUS DESIGNS TO CHOOSE FROM
- 9 DIFFERENT BOARDS, HIDDEN ONES TOO, IF YOU'RE GOOD ENOUGH

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

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Don't be board this winter!

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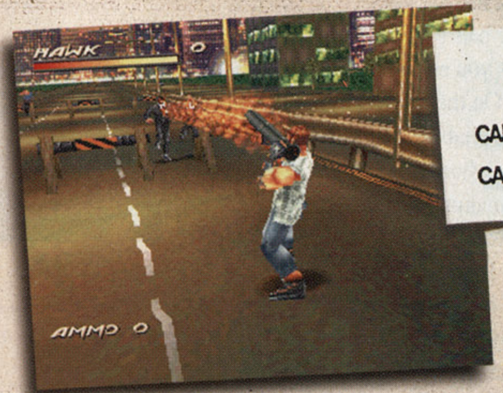
PlayStation

"TOASTERS LIKE THIS DON'T COME WITH NEW CHECKING ACCOUNTS."

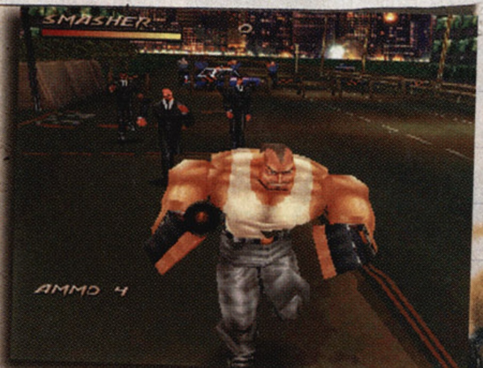
MACE DANIELS

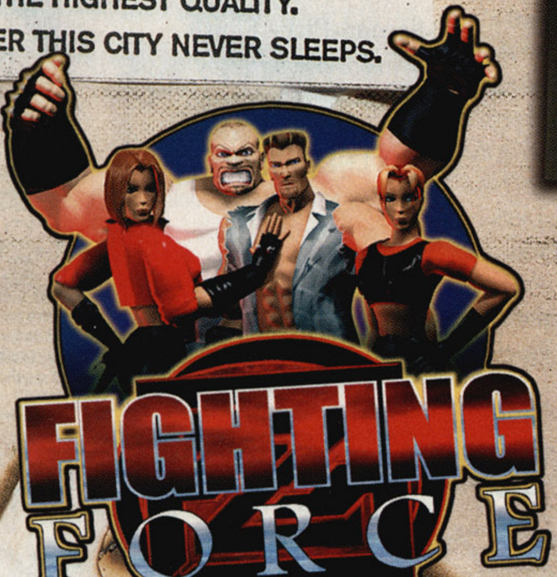


IN A GAME WHERE JUST ABOUT ANYTHING CAN BECOME A WEAPON, IT'S NICE TO KNOW YOU CAN STILL FIND A GOOD OL' BAZOOKA.

HERE, THE INNER CITY STREETS ARE LITTERED WITH WEAPONS OF ALL SORTS.
SOME OF YOUR OWN MAKING.
OTHERS READY-MADE AND **BANNED** IN MOST STATES.

ALL PROVIDE ENDLESS HOURS OF EXPLOSIONS, GUNFIRE, AND MISERY OF THE HIGHEST QUALITY.
NO WONDER THIS CITY NEVER SLEEPS.





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SPORTS PAGES

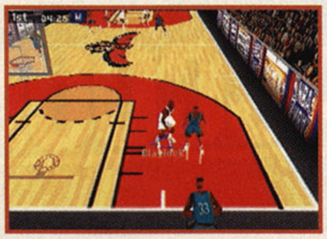
FastBreak's Rookie Season Is Solid, Yet Unspectacular

NBA FastBreak '98

By Johnny Ballgame

PlayStation

Midway shoots onto the PlayStation with NBA FastBreak '98 (formerly known as Hardwood Heroes), its first attempt at a five-on-five basketball simulation. And while FastBreak scores with fantastic features and above-average gameplay, its on-court action isn't as fun as NBA Live '98.

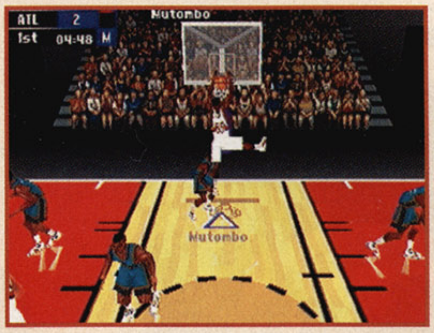


PROTIP: Defend your opponents point guard from getting the ball in the back court. Forcing your opponent to dribble up court with a poor ball handler can lead to a turnover.

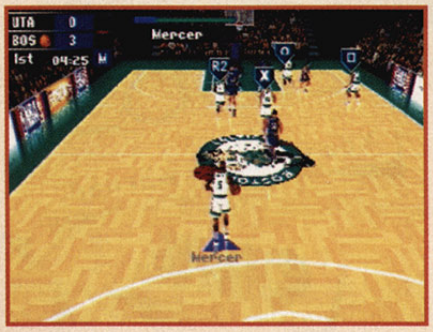
Penny from Heaven

NBA FastBreak sports slammin' features, including extensive playbooks, signature moves like the Shaq-attack dunk, and a practice mode to help tune your jumper. FastBreak also allows you to determine how close your defenders play to their men, pressure the ball with full-, half-, and ¾-court traps, and call for double teams when your opponent is lighting you up.

Ballers rise to the rim in Exhibition, Season, and Playoff modes. You can switch between arcade and simulation styles of play and three game speeds from slow to fast. FastBreak also enables roster-management fans to trade, create, and release players.



PROTIP: Pass the ball into your big man in the paint. Dribble around until you have an opening, then press ☐ to take the ball hard to the rim.



PROTIP: After getting a defensive rebound, immediately look downcourt for streaking players. Use icon passing to pass the pill directly to the offensive player ahead of the pack for an easy two.

When it comes to gameplay, FastBreak does a good job of capturing the NBA experience, but it's missing the attitude that pushes NBA Live to the top. Dunks aren't slammed with authority, players don't get shoved to the ground very often, and the game sometimes turns into a cherry-pickin' battle as long passes lead to some easy baskets.

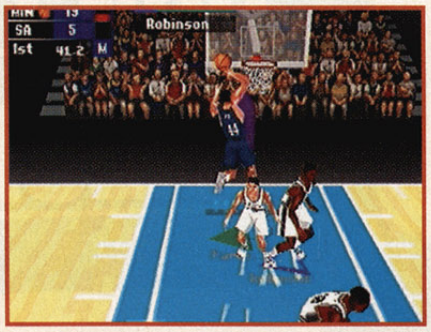
Dribbled out of Bounds

The control is also not up to Live's standards. The drive and deke controls are both on the same button, so occasionally when you intend to dribble the ball between your legs you end up shooting a brick. On the positive side, icon passing enables you to whip the ball to whoever you wish, as well as making alley-oops easier to perform.

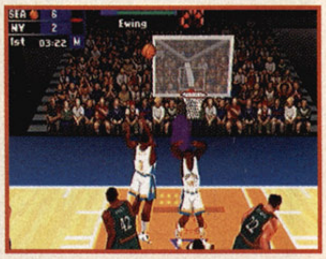
Graphically, FastBreak's player animations are both sharp and smooth as players spin, shoot runners, and use an assortment of dunks. Players will even limp off the court if they injure their leg. FastBreak's sound clangs off the rim, though, as the announcer is often wrong on his calls, and the crowd is virtually nonexistent.

Second-Place Finish

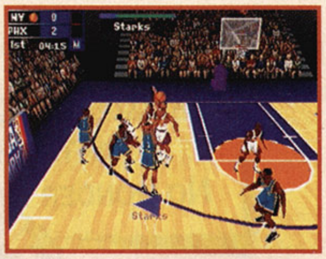
If you're looking to buy just one basketball game this year, the choice is still NBA Live '98. But if you're a hoops junkie who's looking for more than one b-ball game to jam with, FastBreak is a solid second selection. **G**



PROTIP: If your opponent has the momentum meter on his side, call time-out to stop the surge.



PROTIP: There's no illegal defense in FastBreak, so camp out in the paint with your center to prevent drives or get a rebound.



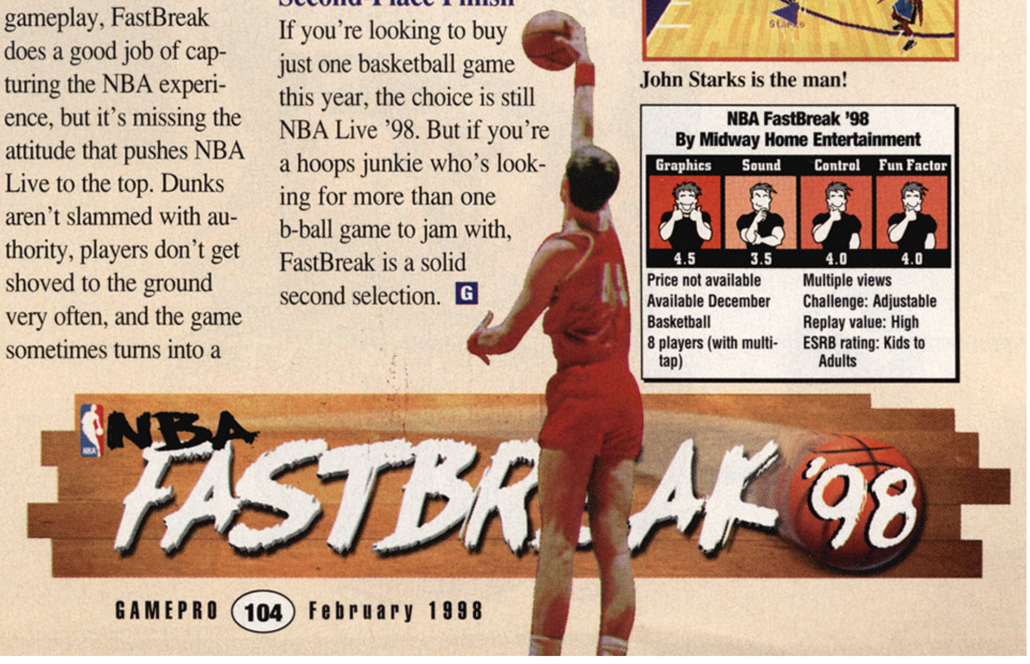
John Starks is the man!

NBA FastBreak '98
By Midway Home Entertainment

Graphics	Sound	Control	Fun Factor
4.5	3.5	4.0	4.0

Price not available
Available December
Basketball
8 players (with multi-tap)

Multiple views
Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

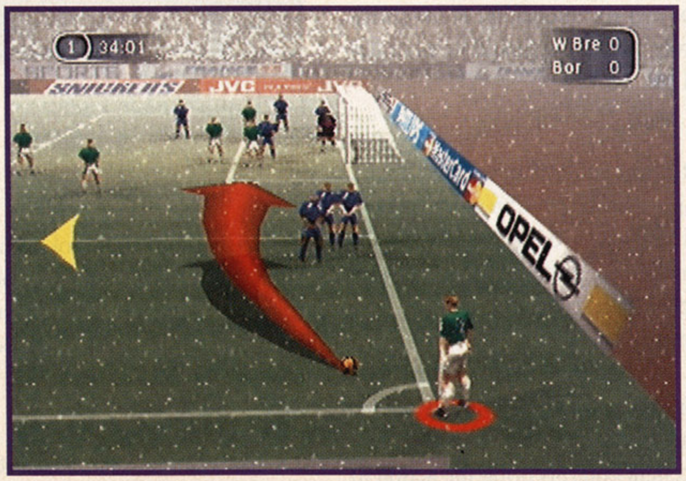


FIFA: Road to World Cup '98 Kicks Its Way to the Top

FIFA: Road to World Cup '98

By The Rookie

Nintendo 64 EA Sports hits the field running with the superb FIFA: Road to World Cup '98. If you're a soccer enthusiast that was a little let down from FIFA '97, you'll definitely dig the improvements made to this year's game, which make it the best on the Nintendo 64.

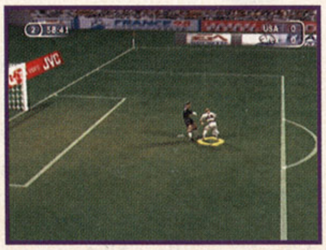


PROTIP: On a corner kick, slightly raise the directional kicking-pointer off the ground. When you go to kick the ball, stretch out the pointer about half its length and angle it toward the goal. When the ball is in the air, press and hold B to attempt a header toward the net.

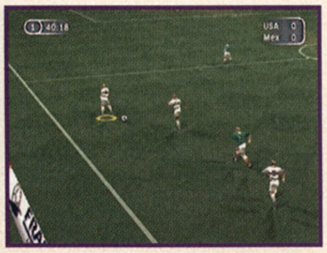
A Bona Fide Net-Ripper

FIFA: Road to World Cup '98 really packs in the options, offering play in Friendly, League, Penalty, Shootout, and Practice modes. And since this is the only soccer game with the official World Cup license, you can also try to earn a spot in the World Cup championship in the Road to World Cup mode.

As far as teams go, FIFA '98 offers 189 clubs from 11 leagues for League play and 172 clubs from 6 geographical zones for World Cup play. On the features side, FIFA throws in 16 re-created outdoor stadiums and one indoor stadium, along with the ability to manage every aspect of your team (from its formations to its roster)—you can even tweak your players' aggression levels. You also have the option to create a custom player and put yourself in the lineup.



PROTIP: If you time it right, you can slide-tackle the goalie and cause a turnover; otherwise, it's a red card for you.



PROTIP: If you're stuck deep in your end, avoid an offsides call by passing the ball to an open man upfield instead of power-kicking the ball out of your zone.

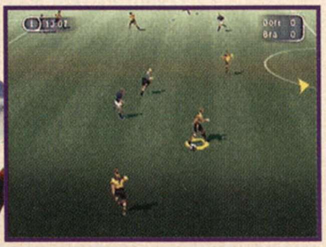
Get Your Kicks Here

FIFA '98's overall presentation is really topnotch, featuring some of the best all-around graphics, sound, and control found in a soccer title. The players are superbly detailed and move with fluid grace, and the character animations are so realistic, you'd swear you were watching a televised game (the goal-scoring celebrations are especially cool). On the sound side, FIFA '98 never misses a beat with its two-man commentary, and the in-game effects and crowd chants really raise the intensity during the match.

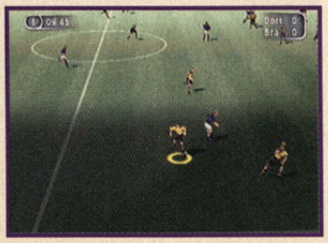
Borrowing a page from International SuperStar Soccer 64, the control for this year's feet-fest is probably the most improved feature of the game. Now, instead of having to rely on a radar screen, an arrow will appear attached to the cursor under the player you're controlling, alerting you to where your closest teammate is—it really makes passing simple and helps create an upbeat tempo. You can also easily perform one-touch passes, and give-and-gos work more effectively this year. These features—along with some cool deke moves—really add excitement and flair to each contest.

Fast Feet and a Head of Steel

If you think you had seen it all in a soccer game—think again. FIFA '98 is a super-fun title, easily topping International SuperStar Soccer 64 in overall gameplay. So if you're looking for fast-paced soccer thrills, you need to kick up a copy of Road to World Cup. **G**



PROTIP: Always look to pass: If you hog the ball, not only will your player become tired, but you'll move him out of his defensive position.



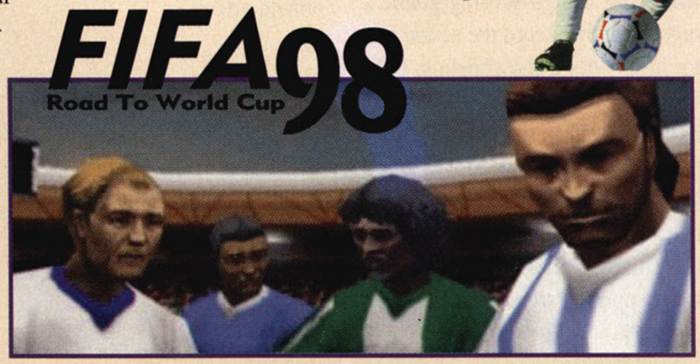
PROTIP: If the defense is all over you, deke 'em out of their cleats with a 360-degree spin by holding Z or R and pressing left-C.

FIFA: Road to World Cup '98
By EA Sports

Graphics	Sound	Control	Fun Factor
5.0	5.0	4.5	5.0

$59.95
96 megs
Available now
Soccer
4 players

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults



FIFA: Road to World Cup '98

By Air Hendrix

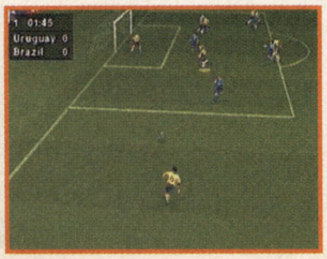
PlayStation

A quantum leap over FIFA '97, FIFA '98 storms the PlayStation stadium, posting big numbers as the best soccer title for the system. With a powerful combination of net-shredding gameplay, graphics, and controls, this game should lure not just the soccer faithful, but sports fans in general.

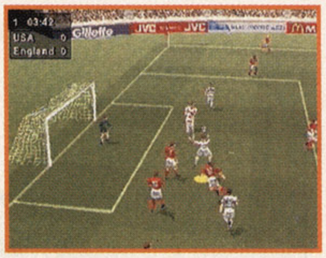
World Cup Champion

Like its excellent N64 counterpart (see "Sports Pages," this issue), FIFA's exhaustive feature list is longer than World Cup qualifications. Highlights include 360 national and club teams, 6400 real-life players, 16 stadiums, player and team creation, a killer practice mode, and complete management of strategy, formations, and more.

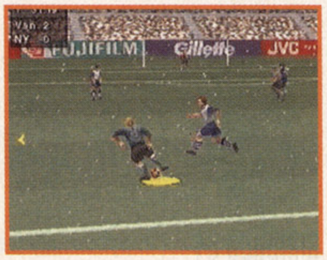
But what makes all that gel into a killer game is FIFA's fast, adrenaline-drenched gameplay. Excellent controls bring the action to life with a slick new passing cursor that lets you focus more on scoring and deke moves, not some field-radar overlay. Wild special moves like 360-degree spins spice things up, too.



PROTIP: You'll score your most goals with centering passes. Try to catch the keeper out of position by sending the ball carrier into the corner and passing or lobbing to a teammate in front of the net.



PROTIP: Corner kicks give opponents a dangerous scoring chance, especially if your keeper pursues the ball. Try to head it out of the zone before anything develops.



PROTIP: The slick deke moves (tap L2 or R2) maneuver you around many tackles—use them with abandon.

Visually, FIFA smokes the competition with dazzling, fluidly animated polygonal players and awesome stadiums. The sounds score, too, with a star-studded soundtrack (Blur and Crystal Method) and great crowd chants, but the colorless onfield effects and commentators come up a little short.

Goal! Goal! Goal!

U.S. sports fans have never taken to soccer, but this outstanding game provides a glimpse of what gets the rest of the world so riled up. After a little quality time with FIFA '98, any true sports gamer will have a hard time putting down the controller. G

FIFA: Road to World Cup '98
By EA Sports

Graphics	Sound	Control	Fun Factor
5.0	4.5	4.5	5.0

$49.95	Challenge: Adjustable
Available now	Replay value: High
Soccer	ESRB rating: Kids to Adults
8 players	

Worldwide Soccer '98

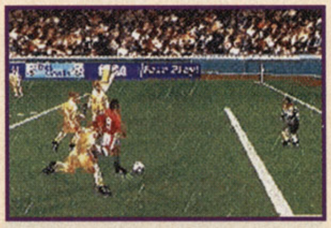
By Air Hendrix

Saturn

Last year, Worldwide Soccer '97 took the cup as the Saturn's best soccer title. Despite some strong improvements, this year's Worldwide looks and plays far too much like its predecessor. It's plenty fun, but for most Saturn gamers, there just isn't enough new stuff to warrant a purchase.

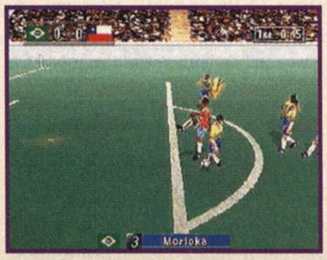
Free Throw

Worldwide Soccer '98 opens the match with 68 national teams, 20 club teams, 5 stadiums, and thorough features for adjusting your team's formation, marking, strategy, and the like. Managers can edit existing players, but can't create new ones. Overall, though, not much is significantly different from Worldwide '97.

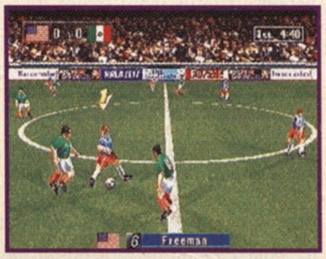


PROTIP: You'll find the best scoring chances come from hogging the ball. Drive to the net, deke the defenders, and drill it home just before you reach the keeper.

The arcade-style gameplay makes for a high-scoring goalie's nightmare that keeps the action factor high—it's a showboating, ball-hogging good time that focuses on individual effort, not teamwork. As for the controls, all the moves you'd want are there, but the button layout's a finger-snarling hassle. Practice and the limited button-configuration options smooth things out a lot. Visually, Worldwide looks pretty familiar, which isn't bad news as the players sport good detail and solid animation. The stadiums lack sparkle, though, and the sounds are a study in mediocrity with dry announcers, repetitive crowd roars, awful music, and only decent onfield effects.



PROTIP: Regularly juke approaching defenders (especially the keeper!) by double-tapping the directional pad to either side.



PROTIP: The slide tackles are too finicky to rely on in tight situations. Depend on the effective shoulder charges to strip away the ball.

Corner Kick

If FIFA '98 for the Saturn even remotely resembles its PlayStation counterpart, Worldwide's in a world of hurt. Soccer fans should definitely wait for word on FIFA '98 before laying out the cash for this lukewarm upgrade. G

Worldwide Soccer '98 by Sega Sports

Graphics	Sound	Control	Fun Factor
4.0	3.0	3.5	4.0

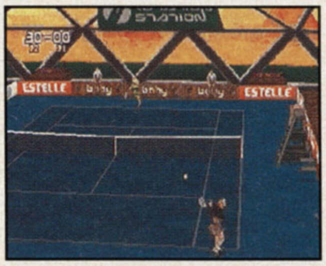
Price not available	Challenge: Adjustable
Available now	Replay value: High
Soccer	ESRB rating: Kids to Adults
4 players	

Tennis Arena

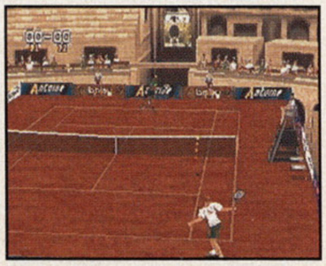
By Air Hendrix

PlayStation

Hands down, Tennis Arena clinches the match as the single best tennis game for the PlayStation, delivering addictive, fast-paced gameplay. Given the pathetic competition out there, though, that's not saying much…and Tennis Arena is far from perfect.



PROTIP: Varying your spins is as important as varying your pitches in a baseball game—it keeps 'em guessing.



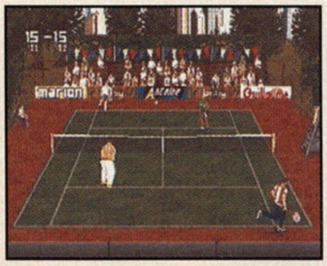
PROTIP: Use special shots as soon as you earn them because they usually polish off your opponent immediately.

Share the Love

Arena starts serving with singles or doubles matches, tournament play, ten fictitious players, and five fantasy courts. A nice lineup, but if Ubi Soft had laid out the cash to license some pro players and tournaments, the cool factor would've shot through the roof.

On the gameplay side, Arena drills one down the line with solid action that makes putting up with the game's quirks worthwhile. The lone exception is the two-player head-to-head doubles matches, where your incompetent CPU teammate barely even bothers to participate.

As for controls, your racket comes well-equipped with top spins, flat swings, backspins, lobs, and aftertouch. You can earn special shots that leave your opponent looking silly, and you automatically dive or smash as needed. The only problem here is serving: The button presses required to pull off a sizzling serve are unnecessarily complicated.



PROTIP: Loading up on the aftertouch (double-tap ✕ to toss the ball, then hold L1 or R1 and steer with the directional pad) is the only way to fire off tough serves.

Arena looks sharp but a little goofy on court. The wacky-looking players move with graceful realism, and there's an interesting variety of courts and views. But the sounds need a serious restringing job, fizzling with incredibly irritating player grunts and mediocre ball effects.

Game, Set, Match

The only PlayStation tennis game worth buying, Arena may still leave gamers wishing for more. But if your imagination's good enough to pretend you're Pete Sampras, Arena's got game enough to show you a good time.

Tennis Arena by Ubi Soft

Graphics	Sound	Control	Fun Factor
4.0	2.5	4.0	4.0

$39.95
Available now
Tennis
4 players

Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

Power Soccer 2

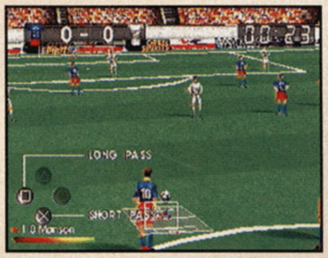
By Gideon

PlayStation

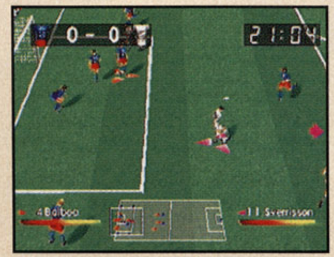
Power Soccer 2 features a multitude of options for arcade-style soccer action. Unfortunately, it's only an above-average offering.

Power Soccer 2 offers over 210 teams, 8 play modes, and detailed customization menus. The graphics are solid, but are hindered by tiresome animation for penalties and free kicks. The controls and sound effects are adequate, though.

Power Soccer 2 addresses all your soccer needs, it just doesn't sparkle like the rest. This one's a rental.



PROTIP: Take time to look for double coverage when kicking the ball back into play.



PROTIP: Double your goal protection with the automatic goalie by grouping several defenders in front of the goal.

Power Soccer 2 by Psygnosis

Graphics	Sound	Control	Fun Factor
3.5	3.5	3.5	3.0

Price not available
Available January
Soccer
4 players

Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids to Adults

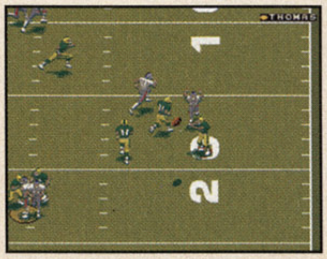
NFL '98

By Dr. Zombie

Genesis

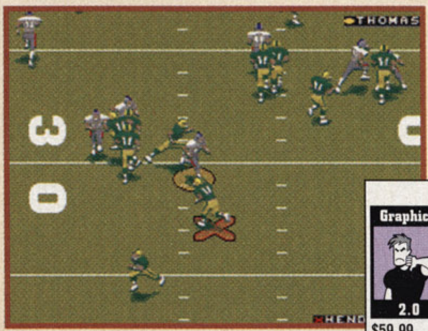
NFL '98 brings home some new pigskin action for the Genesis. Unfortunately, it fails to deliver satisfying graphics or gameplay.

Although loaded with sharp features, like customization menus and stat tracking, the gameplay, graphics, and sound are disappointing. Players are clumsily animated, and it's easy to lose track of the ball when it's in the air—this game's almost too painful to play.



PROTIP: On high-percentage pass plays, keep the defender in front of you, then come back to the pass to make the reception.

With better titles available (like those in the Madden series), sometimes the latest just isn't the greatest.



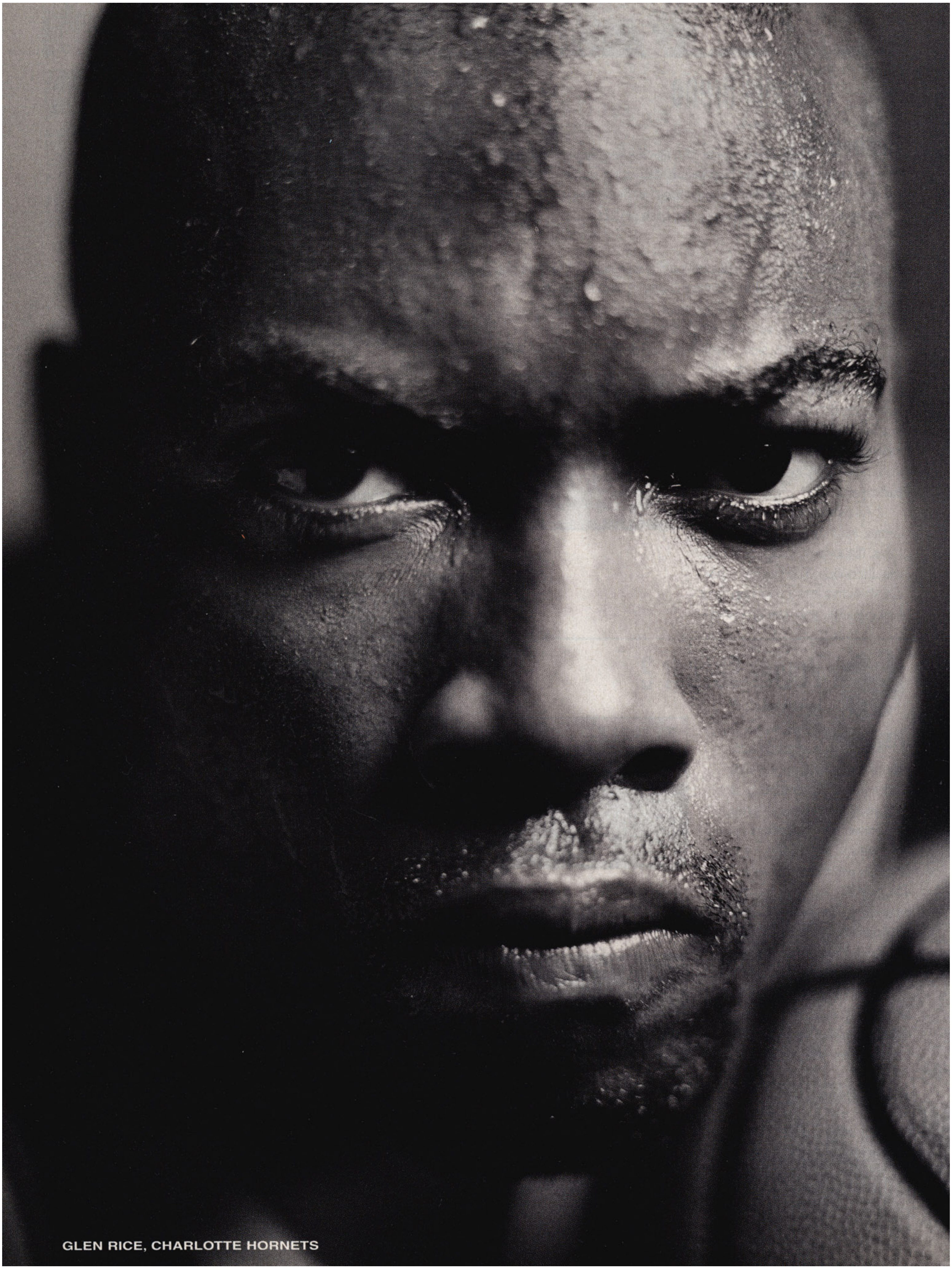
PROTIP: Give your offensive line time to open lanes for rushing, then use spin moves to juke defenders.

NFL '98 by Sega Sports

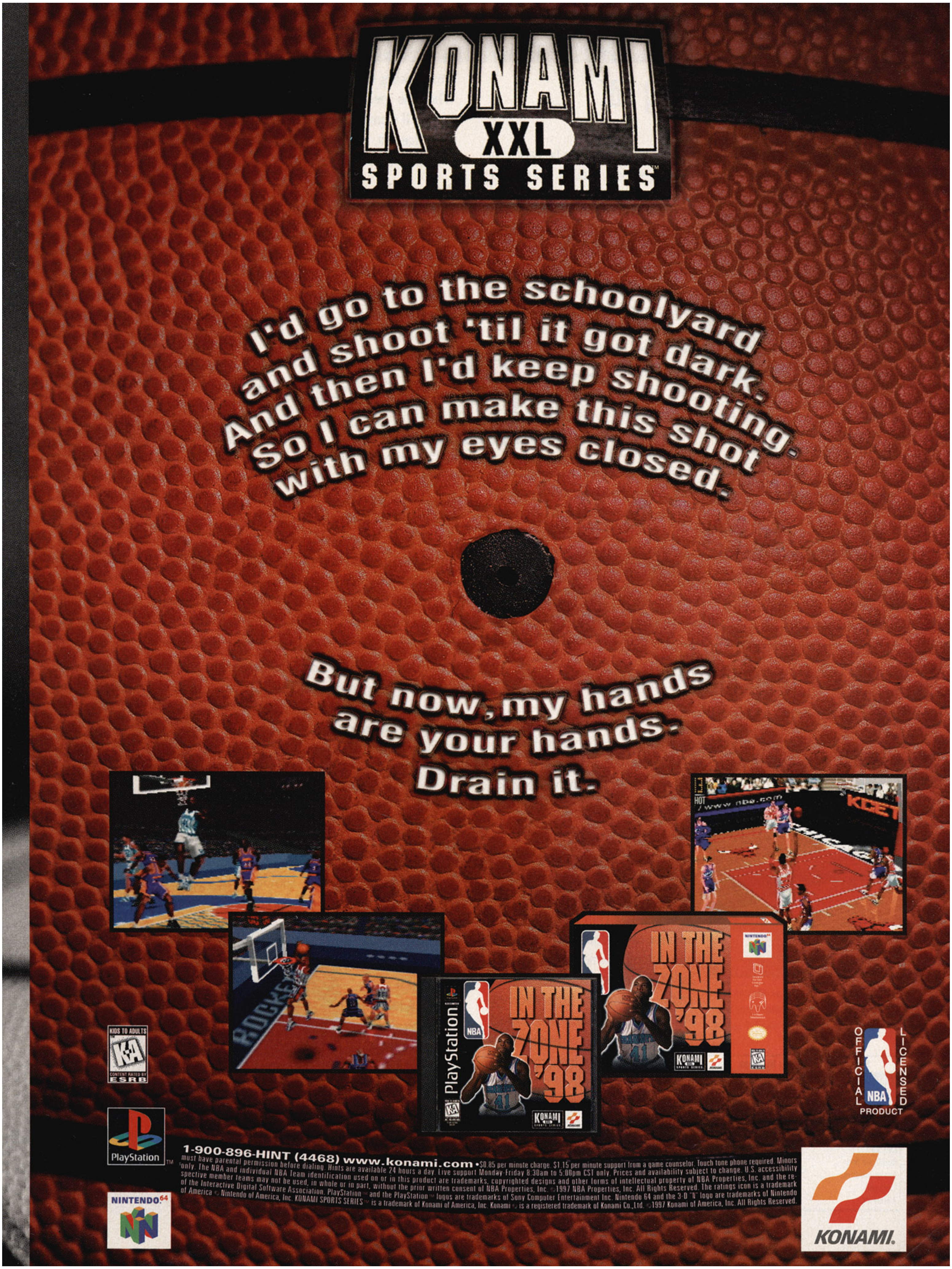
Graphics	Sound	Control	Fun Factor
2.0	2.0	3.0	2.0

$59.99
Available now
16 megs
Football
4 players

Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults



GLEN RICE, CHARLOTTE HORNETS


KONAMI
XXL
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I'd go to the schoolyard and shoot 'til it got dark. And then I'd keep shooting. So I can make this shot with my eyes closed.
But now, my hands are your hands. Drain it.
NBA
IN THE ZONE '98
PlayStation
NINTENDO 64
KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB
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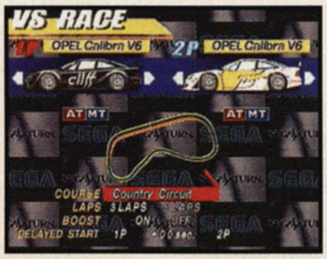
Sega Touring Car

By Dan Elektro

Saturn

Sega Touring Car desperately wants to be parked in the same garage as the company's other hot wheels, like Daytona and Super GT. Unfortunately, its grainy visuals and maddening controls keep it curbside.



At the car-select screen, press Up or Down on the directional pad to see alternate paint jobs for the Alfa, the Mercedes, and the Opel.

Sega Touring Car by Sega

Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

$49.99
Available now
Racing
2 players
3 tracks
2 views
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids to Adults

Breakneck Speeds

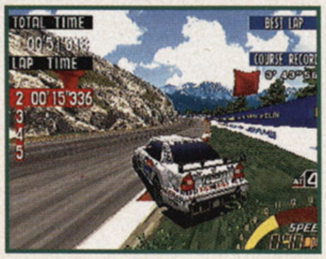
That's not to say there's nothing under Sega Touring Car's hood. The game comes standard with three tracks, four licensed road cars—Mercedes, Opel, Alfa Romeo, and Toyota—plus a trunkful of options, including variable car setups, two-player racing, and a ghost-car time-attack mode. Plus, nobody can touch Sega Touring Car's breathtaking sensation of speed. When the speedometer reads 200 mph, it'll seem like you're moving twice that fast, as all surrounding objects reduce to a blur.

Power Slides Galore

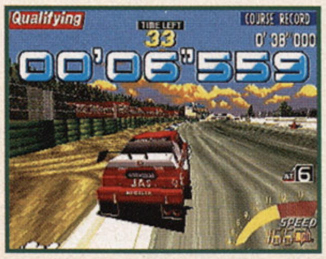
The tradeoff for that rocket-powered feeling lies in the chunky graphics; everything's cursed with an unrefined, low-res look. Touring Car is won or lost on the driver's ability to power-slide, but the steering is so sensitive, most newbies will ricochet off the walls and be scared off after a few laps. A light touch, a good eye, and an analog controller help. The engine noises could be beefier, and the 17 indistinguishable dance mixes prove no driving game should have more soundtracks than they do racetracks.

Sega Touring Car isn't a boring racing game, but most Saturn drivers will get more mileage from Sega Rally Championship. G

SEGA Touring Car Championship



PROTIP: Steer lightly and don't let up on the gas around corners. The act of turning will usually slow your car down enough.



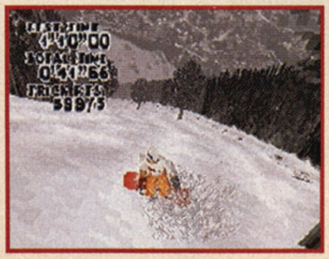
PROTIP: The Alfa Romeo's the best-handling for beginners, but you'll quickly want to tweak its setup or change cars altogether.

Steep Slope Sliders

By Dr. Zombie

Saturn

Fast and furious snowboarding action slams into the Saturn in Steep Slope Sliders. A healthy variety of courses, fun gameplay, fast-moving graphics, and responsive controls make this an appealing game for snowboard aces and novices alike.



PROTIP: Slow down on sharp corners by turning your board perpendicular to the direction you're going.

Steep Slope Sliders by Sega

Graphics	Sound	Control	Fun Factor
3.5	3.5	4.0	4.0

$49.99
Available now
Snowboarding
1 player
7 courses
Challenge: Intermediate
Replay value: Medium
ESRB Rating: Kids to Adults

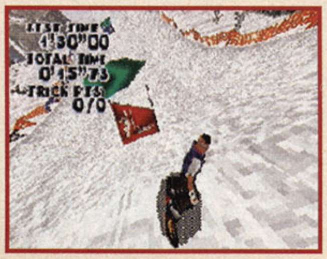
Shred the Mountain

You have a choice of seven courses, ranging from the zigzagging slalom action of the Alpine course to the lightning-fast Half Pipe course. In addition to finishing each track, you must attempt numerous tricks, such as 720-degree spins, switch stances, and nosebones, for higher scores. All the action is seen from either behind the boarder or from a first-person view that's less appealing because of the limits it places on your peripheral vision.

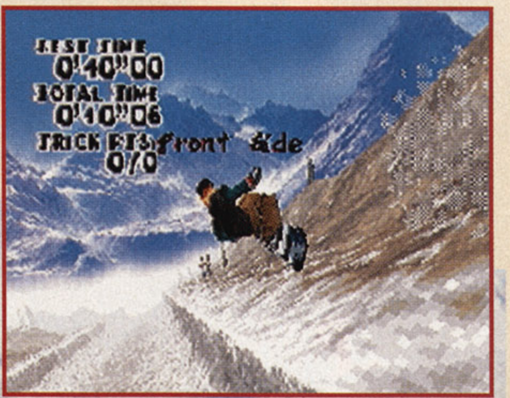
The graphics effectively create a believable sense of spatial depth and high speed as you fly down each course. On the downside, there are instances of clumsy pop-up around corners, and some landscape details are obscured by the overpoweringly snowy graphics. The sound effects are adequate, but the rock soundtrack is barely above average. However, the smooth, responsive controls help you keep the board side down.

Pretty Cool Boarders

Unfortunately, this is only a solo game—a two-player feature would have juiced up the Fun Factor bigtime. Since this is the only snowboarding game for the Saturn, Steep Slope Sliders benefits from facing no competition, but it also stands on its own as an enjoyable game despite some graphical shortcomings. You'll have a good time renting this game and taking it for a spin. G



PROTIP: The gates are closely clustered on the Alpine track. Attempt tricks between the clusters.

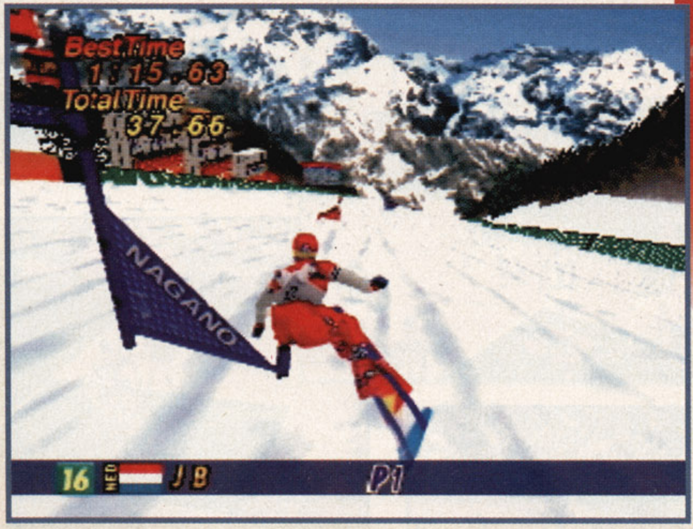


PROTIP: Enhance the height of your jumps by turning your board into the direction of the jump.

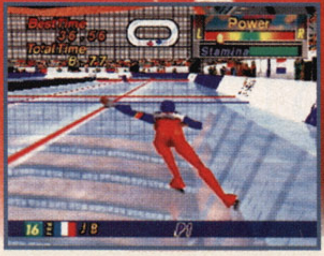
Nagano Winter Olympics '98

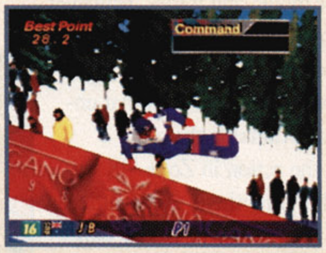
Nintendo 64

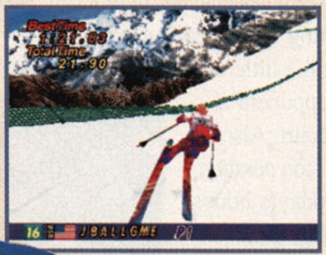
By Johnny Ballgame


Best Time
1:15.63
Total Time
37.66
NAGANO
16
J B
P1

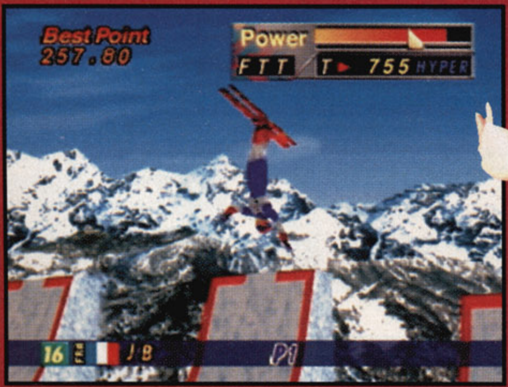
Slushin' down the slopes just in time for the winter games storms Nagano Winter Olympics '98, a promising title that sports an incredible look and fun gameplay, even at its early stage.


Power
Stamina
16
J B
P1


Best Point
28.2
Command
NAGANO
P1

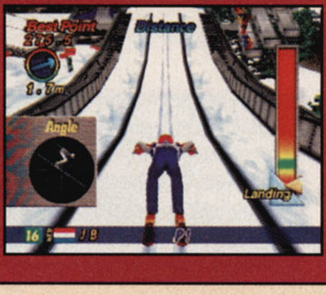

Best Time
Total Time
21.90
16
J BALLGME
P1

Medal Contender

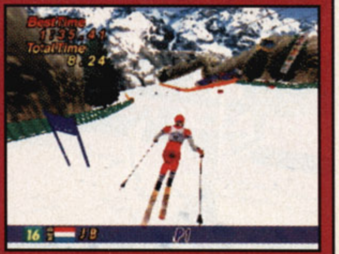

Best Point
257.80
Power
F T T
T 755 HYPER
16
J B
P1

Nagano's gameplay can best be compared to Konami's Track and Field series. You compete in a series of fun and challenging Winter Olympic events while trying to get the best score and time. The game is best played with a group of friends as the pressure of competition can really get to people.

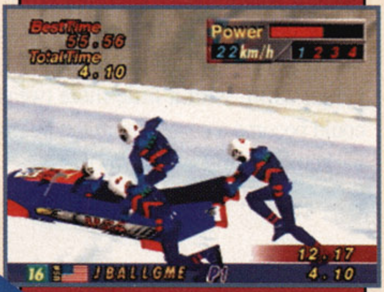
Graphically, the game's already a winner with detailed competitors and courses. One of the problems in this early version, though, is in the slalom events. The flags aren't colored brightly enough, and you sometimes can't see which way to go until it's too late. But with some minor tuning, Nagano Winter Olympics could be one of this year's biggest gold-medal winners.

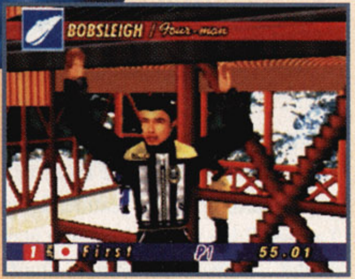

Best Point
Distance
Angle
Landing
16
J B
P1

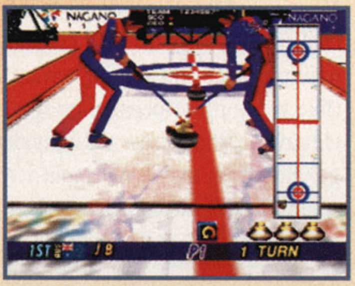
Winter Wonderland


Best Time
Total Time
16
J B
P1

Nagano Winter Olympics '98 features 12 events, including alpine skiing downhill, alpine skiing giant slalom, ski jumping 90m, ski jumping 120m, freestyle skiing aerials, snowboard halfpipe, snowboard giant slalom, speed skating 500m, speed skating 1500m, bobsled, luge, and curling. One to four players can go for the gold in Olympic or Championship mode, while the game keeps track of your best performances in each event and records which medals you've received in competition.


Best Time
55.56
Total Time
4.10
Power
22 km/h
1 2 3 4
12.17
4.10
16
J BALLGME
P1


BOBSLEIGH / Four-man
1
First
P1
55.01

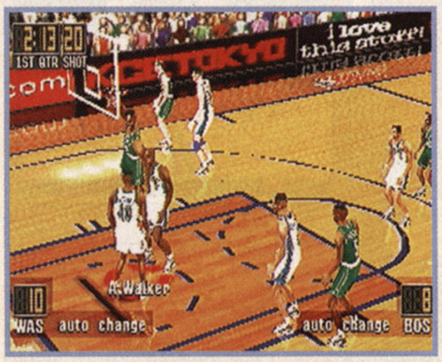

NAGANO
1ST
J B
P1
1 TURN

Developed and published by Konami
Available January
80% COMPLETE

HANDS-ON

NBA In the Zone '98

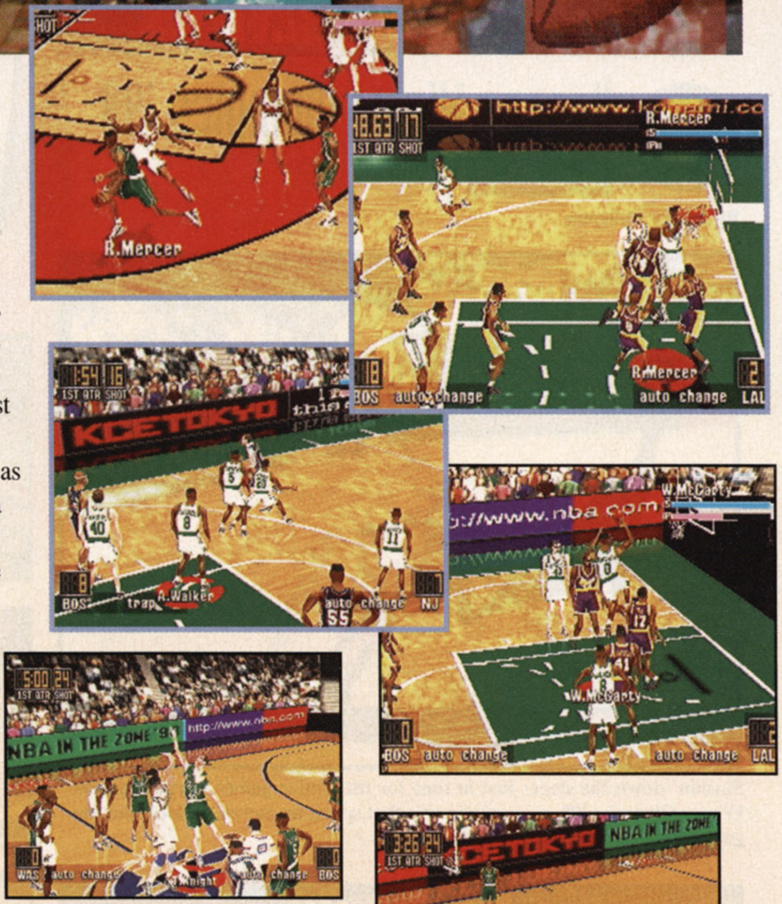
PlayStation



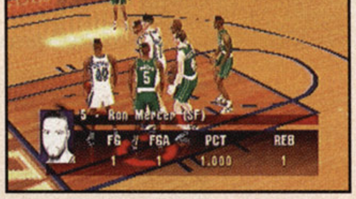
1ST QTR SHOT
KCETOKYO
A.Walker
WAS auto change
auto change BOS

Konami looks to do some serious rim-rocking with the third title in its Zone series, NBA In the Zone '98. Suiting up for this year's game are a host of options, including all 28 teams (as well as two all-star teams); a full roster of players, including rookies like Mercer and Duncan, as well as veterans like Sir Charles and Shaq; a create-a-player mode; and trades. However, the newest features for this year (which were sorely missing from last year's game) are the additions of on-the-fly play calling and team strategies. Now hoopsters can develop a game plan that entails more than just running the court and dunking the rock.

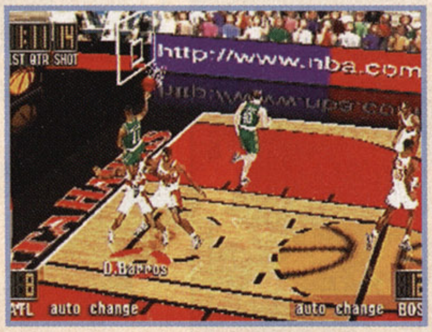
In the preview version we played, the action in Zone '98 was very similar to last year's game, but this time there was a little more movement by the CPU players that didn't have the ball. As always, this year's Zone features some spectacular dunks and dekes, which really add eye-catching flair to each game. The in-game physics, however, are still a little off-base in that you can't run over your opponent's players when you go charging down court. Also on the downside, In the Zone '98 lacks icon passing, which has all but become standard in today's hoops games. Still, with a little more tweaking, Zone '98 could become a contender in the bulging PlayStation basketball world.—*The Rookie*



R.Mercer
http://www.konami.co
1ST QTR SHOT
BOS auto change
auto change LAL
KCETOKYO
BOS trap A.Walker
auto change NJ
http://www.nba.com
W.McCarty
NBA IN THE ZONE '98
WAS auto change
auto change BOS



NBA IN THE ZONE
5 - Ron Mercer (SF)
FG FGA PCT REB
1 1 1.000 1



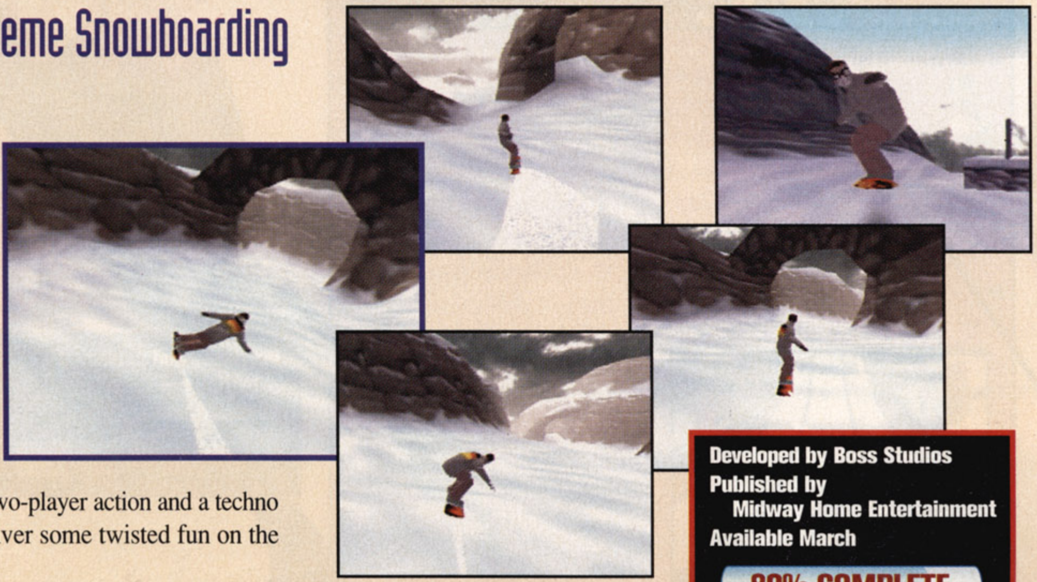
1ST QTR SHOT
http://www.nba.com
ATL auto change
auto change BOS

Developed and published by Konami
Available First Quarter '98
80% COMPLETE

FIRST LOOK

Twisted Edge Extreme Snowboarding

Nintendo 64



Midway launches the Nintendo 64 into the snowboarding realm with Twisted Edge Extreme Snowboarding. In the features lodge, Twisted Edge will include five play modes—Story, Competition, Stunt, Versus, and Practice—on six highly challenging tracks that will contain multiple paths and varying terrain (like swinging suspension bridges, ice caves, falling trees, and an underground frozen river). With split-screen two-player action and a techno soundtrack, Twisted Edge looks to deliver some twisted fun on the slopes in March.—*The Rookie*

Developed by Boss Studios
Published by Midway Home Entertainment
Available March
80% COMPLETE

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January 1998

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R1
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Designed for Microsoft® Windows®95
PlayStation™
NINTENDO64
RATING PENDING RP CONTENT RATED BY ESRB

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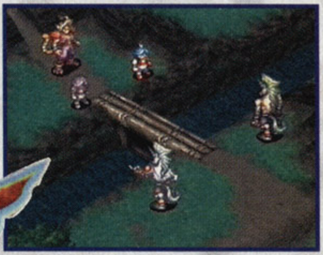
ROLE-PLAYER'S REALM

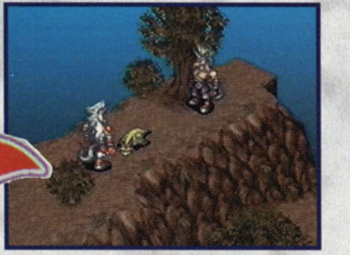
BREATH OF FIRE III

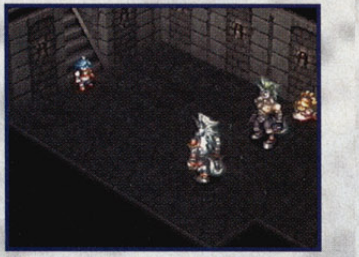
PlayStation

This review is based on the Japanese version.

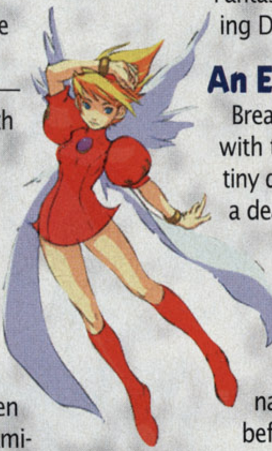
By Nob Ogasawara







PROTIP: The Horse brothers are villains that are supposed to kill you. Don't reset your game when they do.

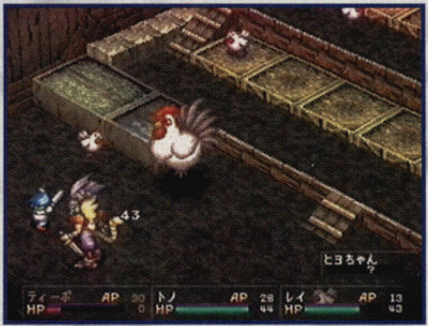


Breath of Fire III arrives almost three years after the fun—but strictly orthodox—Super NES title, Breath of Fire II. Although BOFIII isn't a radical departure from the earlier games in the series, don't let that turn you off; it's reassuring to see that sprite graphics haven't given way entirely to origami-style polygons. Sporting a quasi-medieval European setting, a heroic story line, and turn-based battles, BOFIII will appeal to fans of Square's Final Fantasy series and Working Designs' Lunar titles.

An Epic Journey

Breath of Fire III starts with the discovery of a tiny dragon that goes on a deadly rampage before it's captured. The dragon escapes and is transformed into a young boy named Ryu, who is befriended by a pair of delinquents, whose thoughtless pranks get them captured by some truly evil people. Ryu is left for dead, but his dragon powers revive him, so he sets off in pursuit of his friends' captors, unaware that he's about to be drawn into an ever-deepening pool of danger, deceit, and death.

Like earlier BOF titles, Ryu can befriend several partners during his epic journey. Nina, the princess of Windia, makes another appearance in the series, although in this game she's apparently unrelated to her earlier incarnations. Ryu, too, shares the name of a character from the series, but he's also unrelated. However, Gobi, from the first BOF game, makes a cameo appearance.

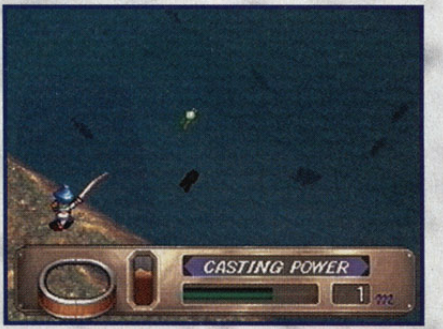


PROTIP: The chicken is a lot tougher than it looks. Save your game before you face this enemy.

Nostalgic Graphics

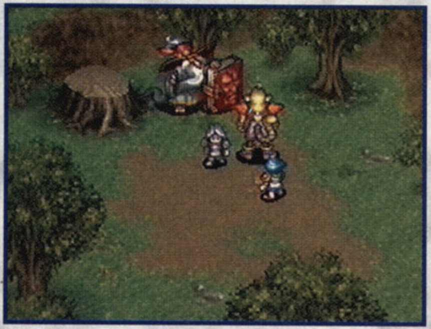
Graphically, BOFIII is leaps and bounds ahead of its predecessors. Texture-mapped polygons are used to create the backgrounds, terrain, and buildings, while sprites are used to compose the various characters. More animation, colors, and special effects have been added to this version, but the look of the game will still be familiar to fans of the BOF games.

The three-quarter-overhead view field map can be rotated somewhat so you can peek behind obstacles, but not to any great extent. Battles are fought directly on the field map, with characters and monsters displayed diagonally in one of four



PROTIP: Try your hand at fishing if you get tired of slaughtering innocent monsters. The fish you catch can be used to restore your health.

directions: Two are seen from the front and two from the rear.



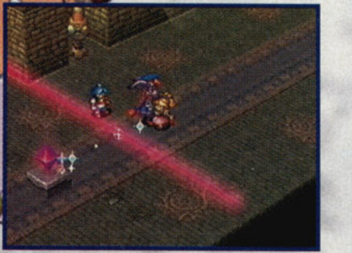
PROTIP: Since Magnus wants all your money, spend most of it before you become his apprentice.

Solid Craftsmanship

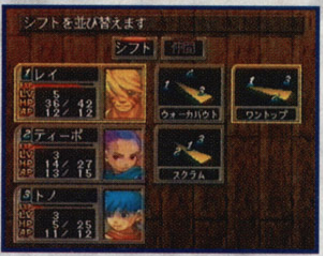
The battle system is turn-based with some consideration given to quickness: Characters move in sequence to their speed parameter. For example, in some battles you may want to use light armor so that your character moves quicker instead of heavy armor which can slow you down. Also, certain characters have speed parameters higher than their enemies and may get extra turns while fighting.

Beyond the usual manual, magic, and item attacks, characters can transform into dragons. Initially, only Ryu has the power to transform (and only when he's far into the game), but the other characters gain that power later. Transformation, though, requires crystals called Dragon Genes and AP (magic points) for the Genes chosen. By combining up to three Genes, different dragons can be created; the more Genes you use, the more powerful your dragon, though you'll use more AP. AP is also consumed at a constant pace while the dragon is in battle. Finally, you can learn monster skills for special attacks and spells.

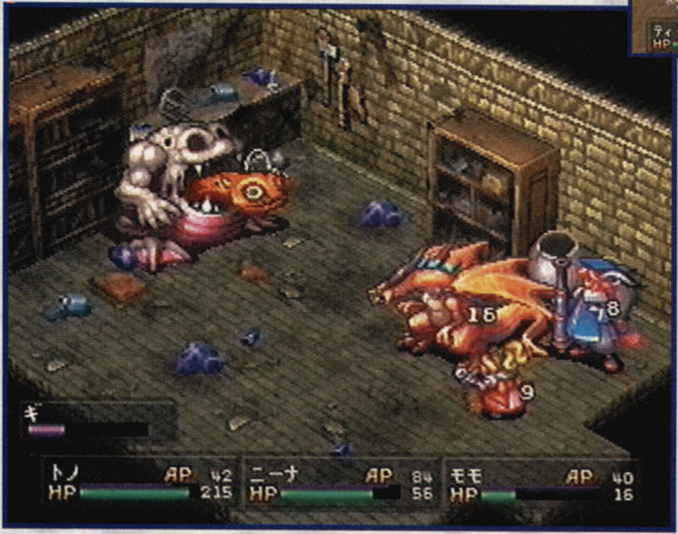
The construction of Breath Of Fire III's battle system—and of the whole game, for that matter—is very polished—thanks to excellent controls. You won't be moaning about the way this game handles.



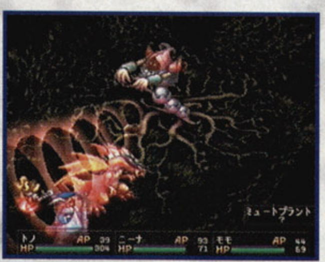
PROTIP: Some characters have special abilities that can be used on the field map. For example, Nina has a spell-casting rod that's necessary for turning off impeding lasers.



PROTIP: Three-character parties can be assigned different formations for greater strength, defense, or a balance of both.



PROTIP: Combine various Dragon Gene crystals to transform into a dragon. The more crystals you use, the more powerful your dragon will be—but it will also cost you more AP.

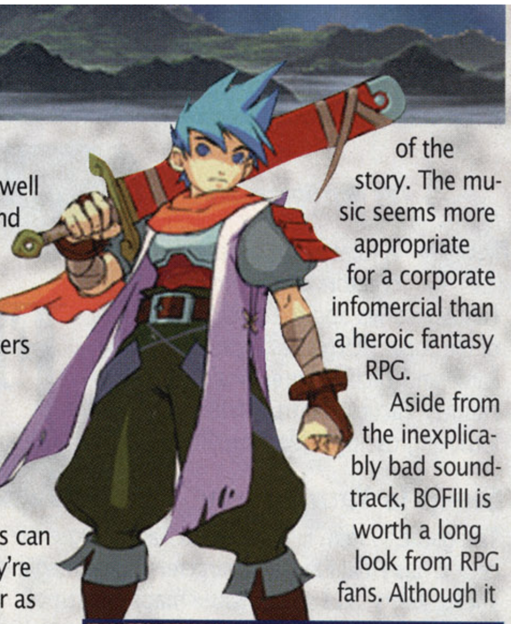


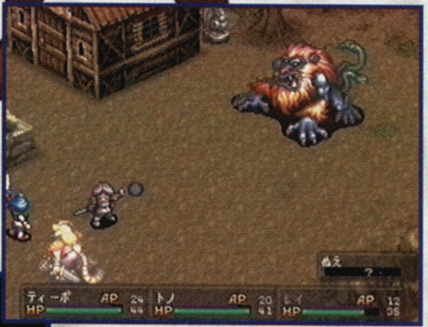
PROTIP: Monsters often have elemental alignments that will make them weak or strong against certain elemental spells and attacks. For example, the mutant plant is weak against fire attacks.

Sound Bites

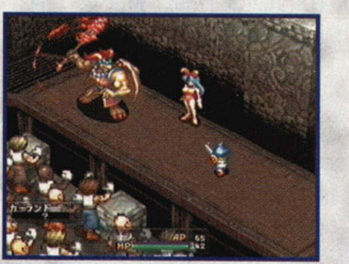
However, all isn't well in BOFIII. The sound effects are fine, if not particularly inspired. In battle, the characters emit rudimentary shouts, screams, and spell names, but not much more. And even though the sounds can get annoying, they're not anywhere near as badly done as the soundtrack. The music veers widely from unmemorable electronica to hopeless schmaltz, and more often than not, it doesn't add to the atmosphere of the story. The music seems more appropriate for a corporate infomercial than a heroic fantasy RPG.

Aside from the inexplicably bad soundtrack, BOFIII is worth a long look from RPG fans. Although it doesn't possess the visual and aural magnificence of Final Fantasy VII (which few games will ever accomplish), Breath of Fire III holds up as a very enjoyable RPG in which sure craftsmanship is easily evident.





PROTIP: The first boss, Nue, has a poison gas attack that drains you slowly—be sure to have poison cures ready.



PROTIP: Don't waste energy or resources fighting Garland at the battle contest; you're supposed to lose.

Breath of Fire III by Capcom of Japan

Graphics	Sound	Control	Fun Factor
4.0	3.0	4.5	4.0

Price not available
Available now in Japan
RPG
1 player
Multiple views

Challenge: Intermediate
Replay value: Medium
ESRB rating: Not yet rated

Based on the Japanese Version

By Nob Ogasawara

FINAL FANTASY TACTICS™

ファイナル ファンタジー タクティクス

PlayStation A joint effort by the creators of the Final Fantasy series and the director of the Super NES games Ogre Battle and Tactics Ogre, Final Fantasy Tactics is a truly fabulous, engrossing adventure.

Sleep Is Your Enemy

The game system is identical to Tactics Ogre except it has Final Fantasy characters, jobs, magic spells, items, and so on. Battle maps consist of diagonal-view 3D tiles covering a maximum of 16 x 16 squares. On these maps, you take a party of no more than five characters against a group of enemies. (You may also be joined by two loose-cannon guests.) The battles are fought similarly to those in Shining Force, with characters moving in sequence according to their time parameters—in a word, *intricately.* Even though Tactics' help system is excellent, you'll definitely lose sleep digesting the information.

No Shortage of Jobs

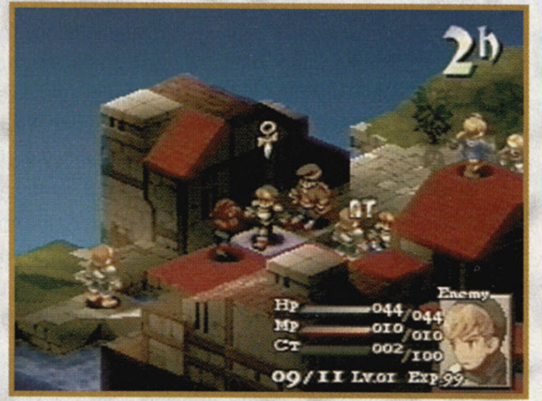
The job and ability system is very much like that of the fantastic but never-translated Super Famicom game Final Fantasy V. Each character can change jobs by gaining experience and job points. Close to 20 jobs become available, including such FF stalwarts as a knight, ninja, white mage, black mage, summoner, time mage, and monk.

Each job comes with special abilities that can be learned by cashing in job points. There are over 400 abilities you can perform, like casting spells, counterattacking, defending, parrying, and stealing. In addition to humans, you can also capture beasts such as Chocobo, goblins, dragons, and more. You also need to summon beasts like Bahamut, Leviathan, and lesser magical creatures.

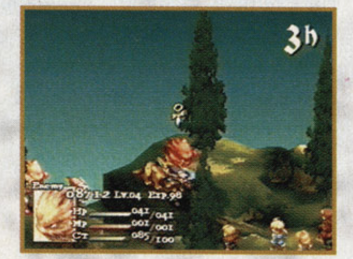
FFT's graphics and sound are solid but not spectacular. The spells and special effects look awesome, and the music is Final Fantasy VII quality. However, the overall look is somewhat boring and the sound effects are cheesy.

An RPG with Tactical Flavor

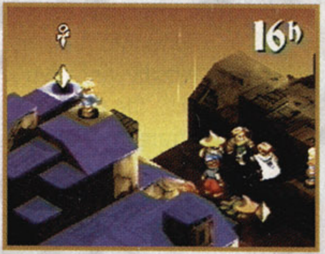
There's no denying FFT is an extremely polished and engrossing game. The one major flaw is that it's not very tactical, given that you have only five controllable characters on a small map. In other words, this isn't so much Tactics Ogre with a Final Fantasy flavor as it is FF with a TO flavor. It's a big distinction. Still, the job and ability system's intricacies give the linear tale plenty of addictive replay value. **G**



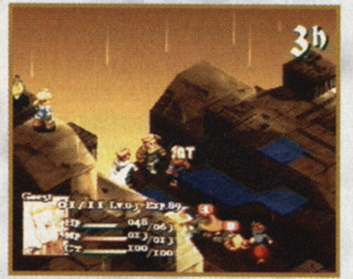
PROTIP: Battle maps can be rotated in 90-degree steps and tilted somewhat. It's easy to lose sight of enemies behind walls and buildings.



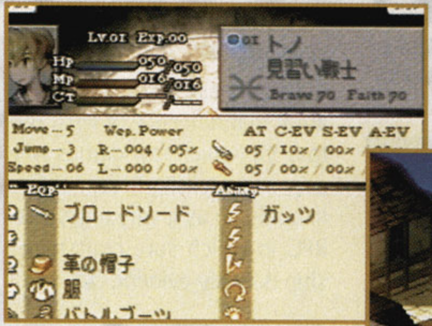
PROTIP: As in Final Fantasy, monsters have elemental alignments. Bom is aligned with fire, so using a fire spell on it is pretty much useless.



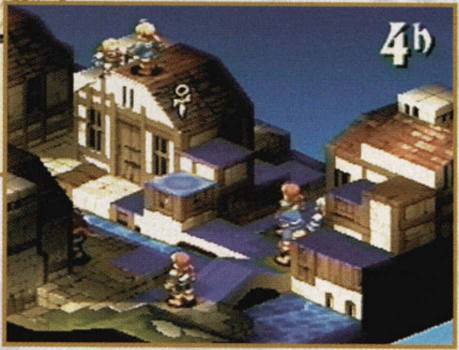
PROTIP: Characters that are killed will turn into crystals or treasures after several turns. Crystals embody the abilities of the killed character, so abilities can be passed on.



PROTIP: Standing on elevated surfaces is the best defense against attackers.



PROTIP: Set up your troops in formation for battle. Before you send them out be sure you have outfitted them properly with jobs and abilities.



PROTIP: Colored grids are used to show how far you can move and the range of weapons and spells.

Final Fantasy Tactics by Sony

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.5

Price not available
Tactical RPG
1 player
Multiple views

Challenge: Advanced
Replay value: High
ESRB rating: Not yet rated

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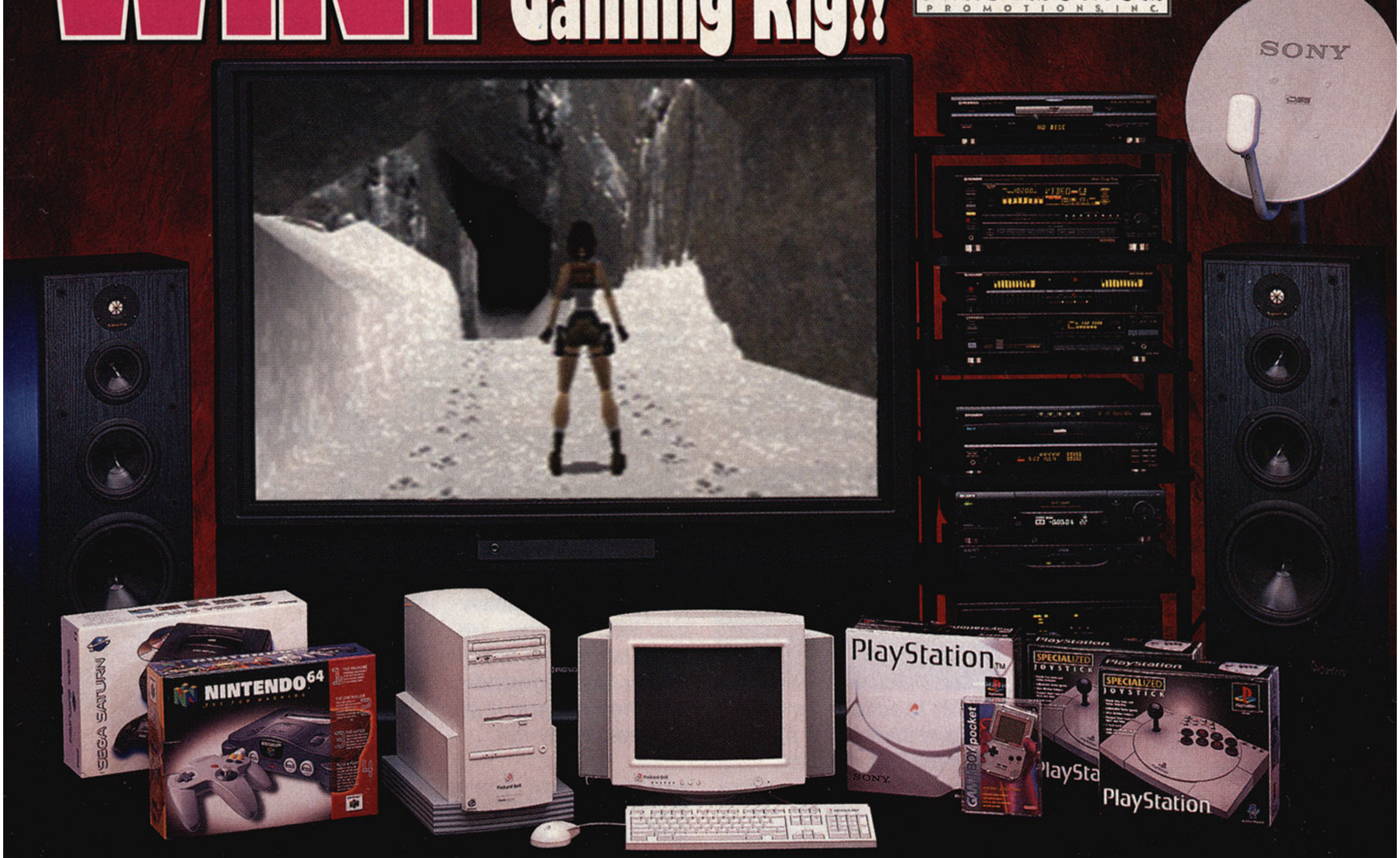

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Mystery Word Grid

					MYSTERY WORD
	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

WORD LIST and LETTER CODE chart

PINCH .....W
BREAK ......Z
STOMP .....T
CRUSH.......I
PRESS.......K
PUNCH .....S
STAND......R
SCORE .....H
BLAST ......A
SPRAY C
PRESS.......E
SLANT L
WRECK .....D
TURBO......V
DREAM....O
CHASE......P

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PlayStation

Alundra

By Johnny Ballgame

Alundra casts gamers into a fun and challenging world of monsters, puzzles, and traps where reality hits you hard, but your dreams are even deadlier. If you're a fan of RPGs, Alundra's the first must-buy game of the new year.

Dreams of Destruction

Playing as a character named Alundra, you enter people's dreams and destroy the nightmarish monsters trying to kill them. You journey to a town in serious need of caffeine, where the people are haunted nightly by apocalyptic visions of a deadly demon. It's up to you to unravel the mystery behind the dreams and stop the evil lurking all around you.

Alundra's reminiscent of the classic Legend of Zelda games—it features real-time battles and non-stop exploration. You uncover power-ups by slicing shrubbery with your sword and killing enemies, and you explore dark dungeons packed with creepy monsters, traps, riddles, and (sometimes frustrating) puzzles. The tight control enables you to run, jump, tackle enemies, and lift and throw items. Some of the special weapons and magic attacks include a chain saw, swords, bows, bombs, and fire and lightning spells.

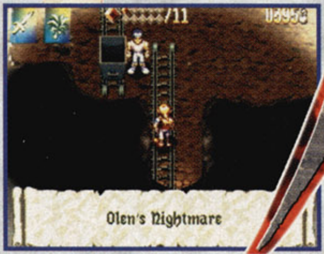
Tired Look

Although Alundra plays great, its graphics are sometimes less than inspired. The monsters and demons look cool, but the overall visuals have too much of a tired 16-bit feel.

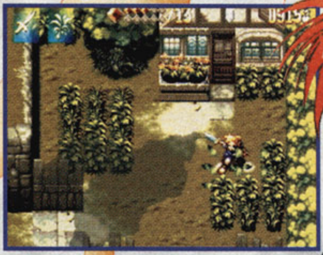
Spinning back to positives, the sound and music capture the creepy mood of the game: You hear shrill screams when you enter someone's nightmare, and the game's heroic battle music will make you feel good about being the fighting savior of tormented sleepy souls.

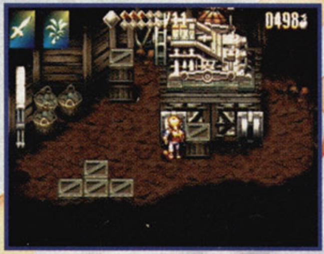
Dream Come True

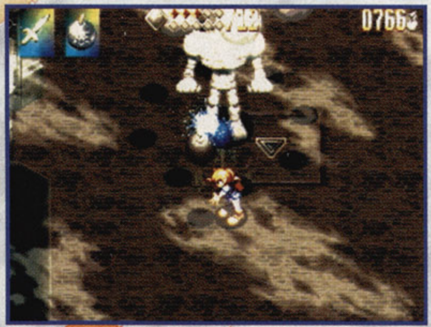
Alundra's off-the-hook action and challenging gameplay elevate it to must-have RPG status. Wake up and buy the game—missing out may cause you to have nightmares. **G**

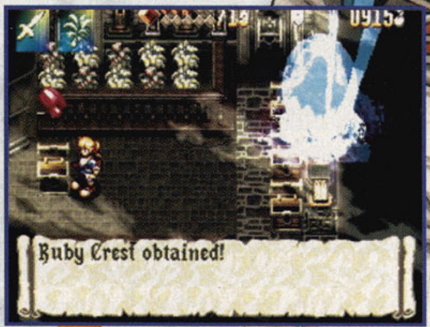

Olen's Nightmare

PROTIP: After hearing of the collapse at the coal mine, run to the mayor's house and visit Olen before going to the mine.

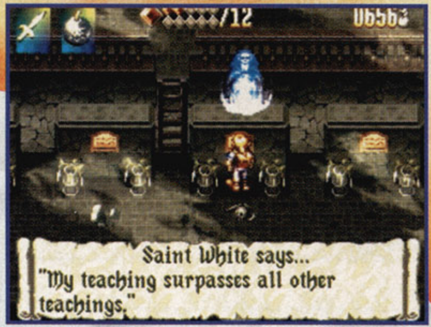

PROTIP: After cutting through bushes with your sword and grabbing the power-ups, leave the area. You can return later to find the bushes have regenerated. Slice them up again to gain additional power-ups.


PROTIP: To activate the mine cart, pull the levers in this order: left, left, right, left.

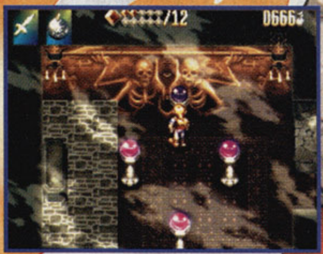

PROTIP: Throw bombs and quickly stab at the graveyard boss. Be sure to run away from the shadows you see to avoid being hit by falling rocks.


Ruby Crest obtained!

PROTIP: You must obtain the seven sacred crests before battling the evil Melzas.


Saint White says...
"My teaching surpasses all other teachings."

PROTIP: Visit the saints in the graveyard dungeon in order of importance to open a path to the next area. Talk to the White Saint first, then the Blue, the Red, the Green, and (finally) the Brown Saint.


PROTIP: You solve most puzzles by remembering riddles you heard earlier. Light these lanterns in the graveyard dungeon by striking them with your sword in this order: east, west, south, north.

Alundra by Working Designs

Graphics	Sound	Control	Fun Factor
3.5	4.5	4.5	4.5

Price not available
Available now
Action RPG
1 player

Challenge: Intermediate
Replay value: High
ESRB rating: Kids to Adults

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Johnny Ballgame and Major Mike's

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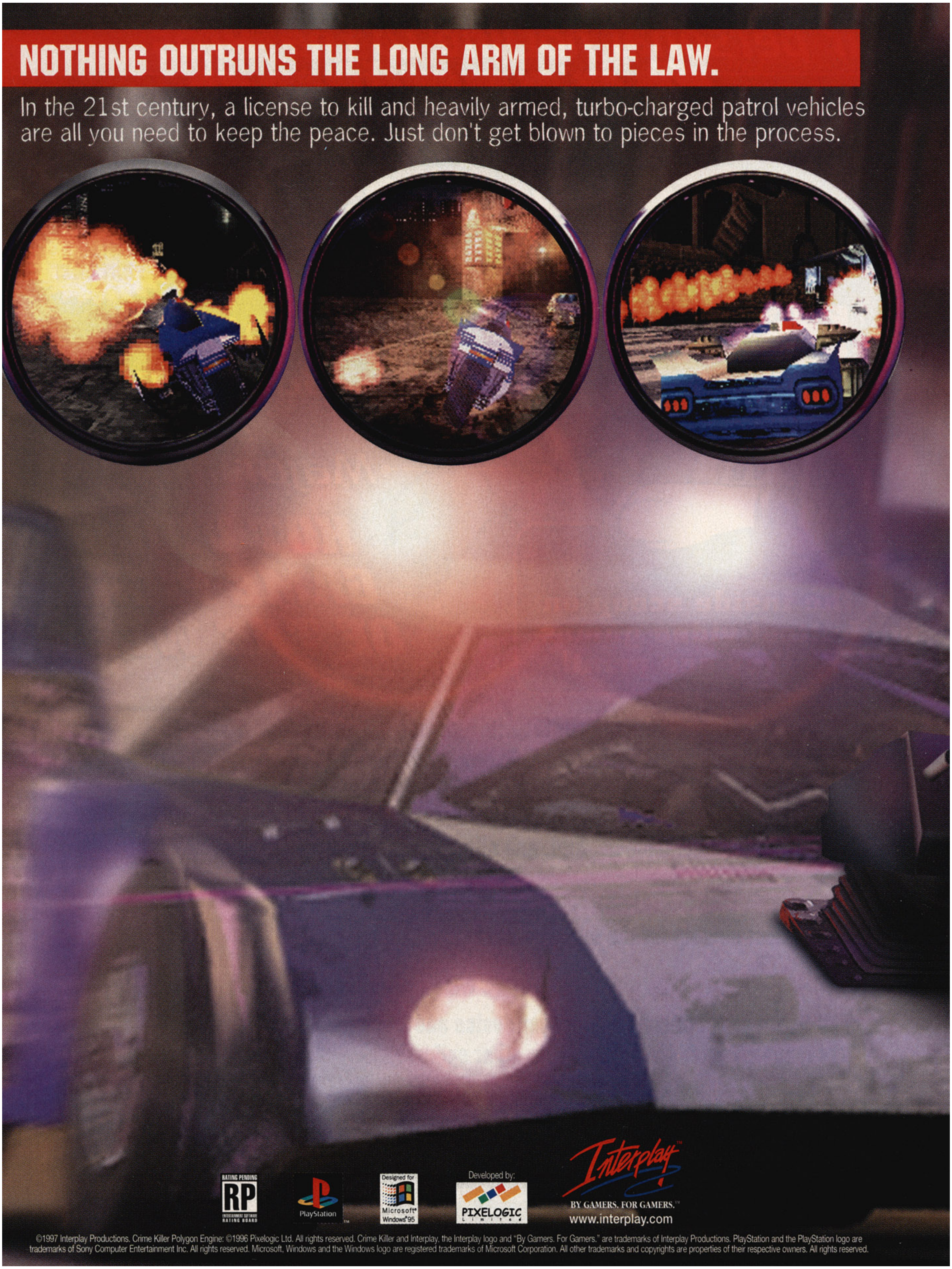

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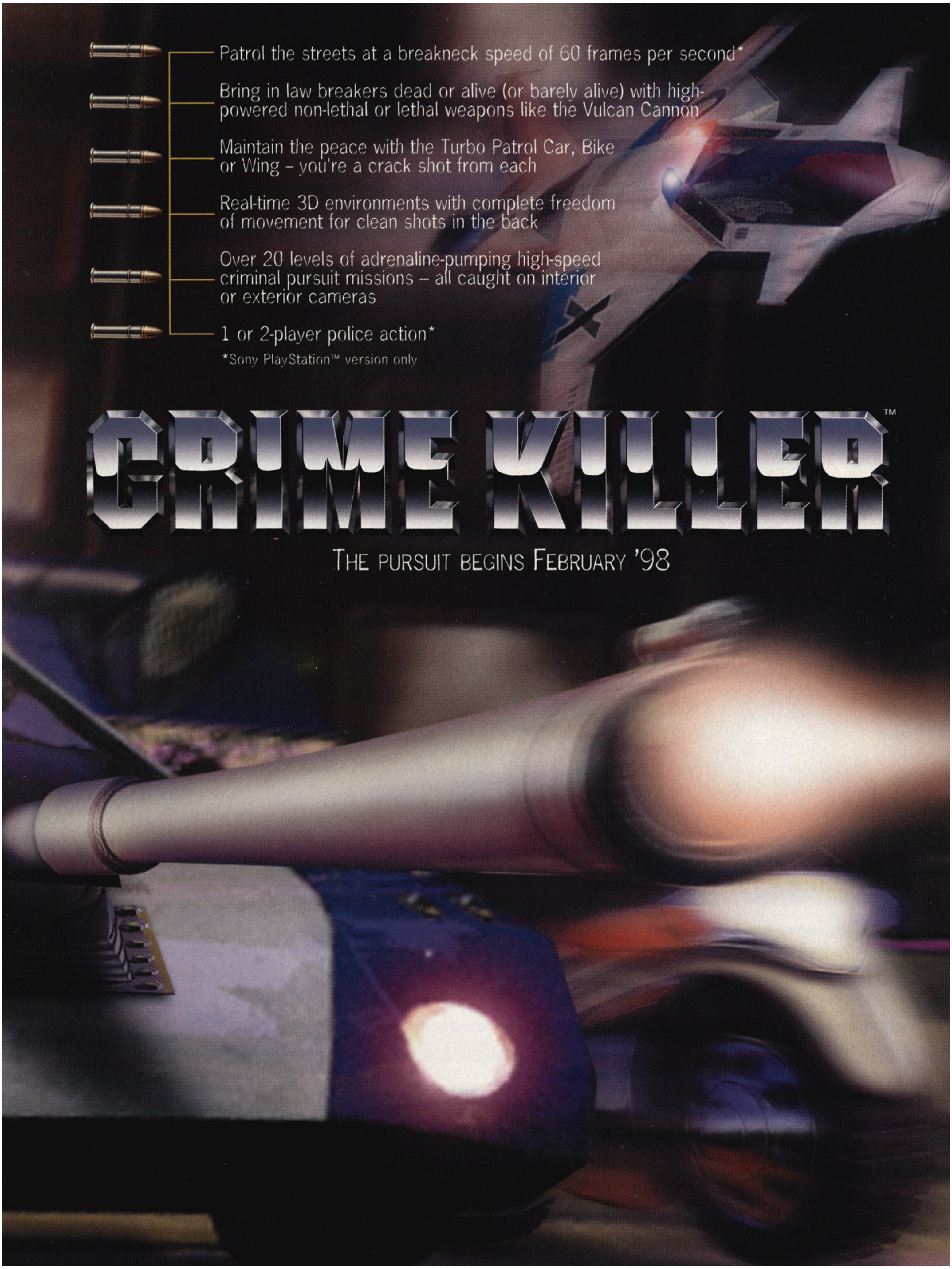

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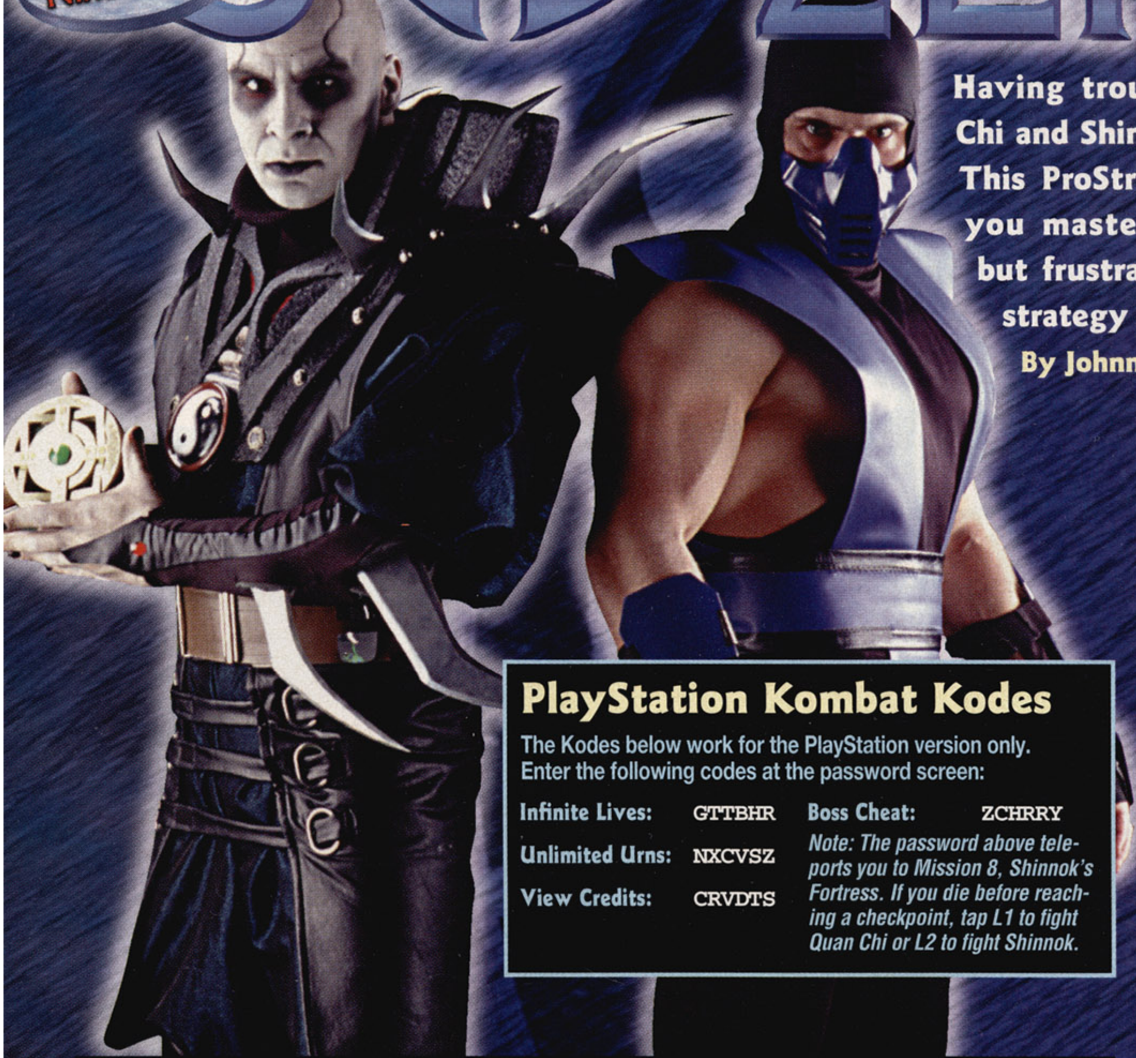
*Sony PlayStation™ version only

MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

PlayStation
Nintendo 64



Having trouble conquering Quan Chi and Shinnok? You're not alone. This ProStrategy Guide will help you master this extremely fun but frustratingly difficult action/strategy game.

By Johnny Ballgame

PlayStation Kombat Kodes

The Kodes below work for the PlayStation version only. Enter the following codes at the password screen:

Infinite Lives:	GTTBHR
Unlimited Urns:	NXCVSZ
View Credits:	CRVDTS
Boss Cheat:	ZCHRRY

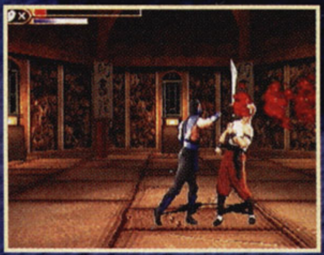
Note: The password above teleports you to Mission 8, Shinnok's Fortress. If you die before reaching a checkpoint, tap L1 to fight Quan Chi or L2 to fight Shinnok.

Sub-Zero's Special Moves

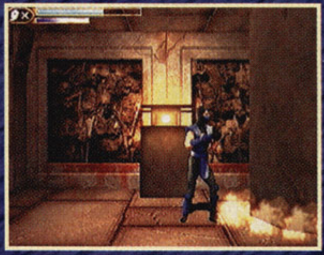
Ice Blast	Tap ↓, →, LP
Diagonal-Up Ice Blast	Tap ↓, →, HK
Ground Ice Blast	Tap ↓, →, LK
Slide	Tap (← BL LP LK)
Ice Clone	Tap ↓, ←, LP
Ice Shatter	Do two Ice Blasts to freeze enemies, then hit 'em with an uppercut or roundhouse to shatter them into pieces
Super Slide	Tap (← BL HP LP)
Freeze on Contact	Tap ↓, →, →, HP
Polar Blast	Tap →, ←, ←, HP
Spine Rip Fatality	Tap →, ↓, →, HP
Six-Hit Combo	Tap HP, HP, LP, LK, HK, (← HK)
Five-Hit Cheesy Combo	Do the Ice Blast to freeze opponent, then stand an arm's length away and tap HP, HP, HP, HP, HP

Mission 1

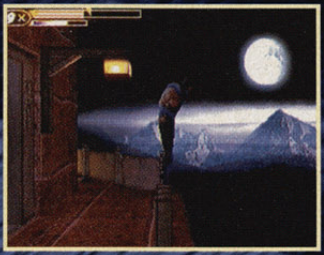
OBJECTIVE:
STEAL THE SACRED MAP OF ELEMENTS



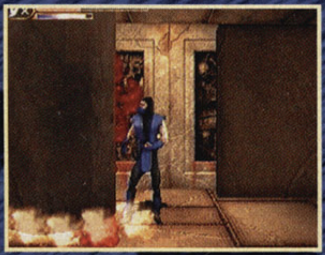
An extremely easy stage, Mission 1 is a great level to learn Sub-Zero's combos.



The traps to watch out for are the pillars that fall from the ceiling, so check above as you progress through the level. To escape the traps, stand about an arm's length away and press any Punch button. The pillar will fall. As it rises again, run underneath it to safety. But don't run too far ahead! Where there's one pillar, there are usually two.

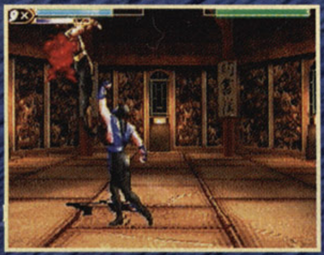


Walk all the way to the right of the level and you'll come to a balcony. To reach the first checkpoint, first jump on the railing… then jump straight down so you bounce off the awning and land safely on the ground.

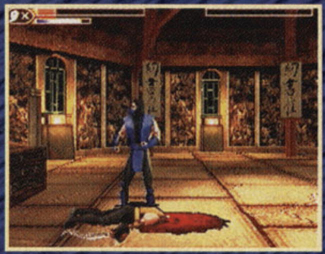


Fight your way to the far left of the level. Kill as many enemies as possible—the more enemies you kill, the faster you'll max out your experience points and learn new special moves. One fun way to kill enemies is to freeze them, then push them under a crushing pillar. Ouch!

Boss: Scorpion



Make your way to the last room on the left and you'll encounter the first boss, Scorpion. He's a sorry boss with no special moves, and he's easy to kill using Ice Blasts, combos, and uppercuts.

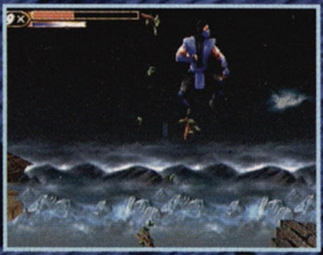


After defeating Scorpion, tap →, ↓, →, HP to perform Sub-Zero's Spine Rip Fatality. Grab the Map of Elements and run into the room to the right. Climb to the top of the rope, then jump to the right to finish the level.

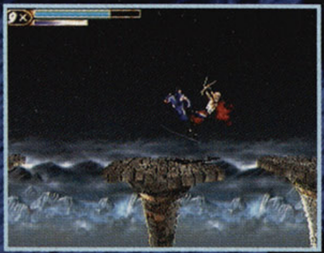
Mission 2

Objective:
Collect Three Icons Representing the Elements of Wind

PlayStation Password:
THWMSB

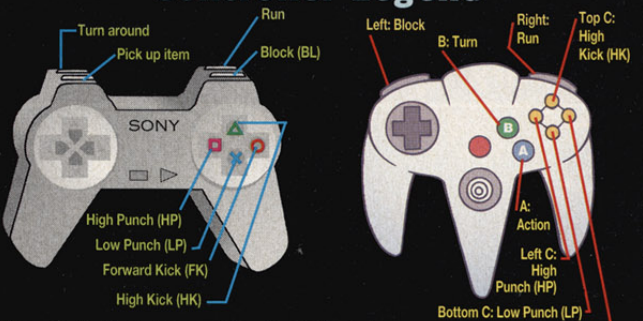


Clobber the monk at the start of the mission, then wait at the ledge for a gust of wind. Jump into the wind to be carried up to the next ledge.



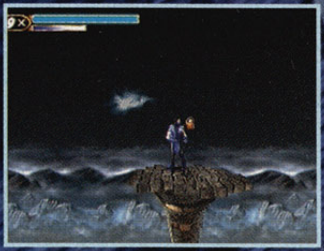
Continue moving right by jumping from ledge to ledge. After running across the bridge, be prepared for a tricky situation—you must jump a wide gap, grab the ledge on the other side, and take out the monk on the ledge before the whole thing collapses. The best way to do this is to hang onto the ledge, then jump-kick the monk off the edge as you flip up.

Controller Legend

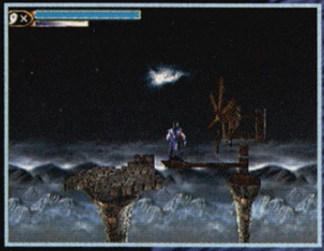


Tap = Tap the buttons and directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

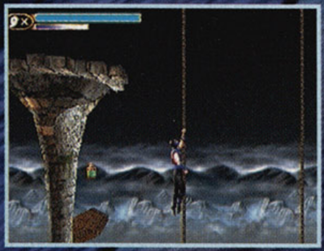
Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.



After you take out the monk, immediately jump on the next ledge to the right. Grab the power-up, leap to the next ledge below, then jump to the right before the ledge collapses.

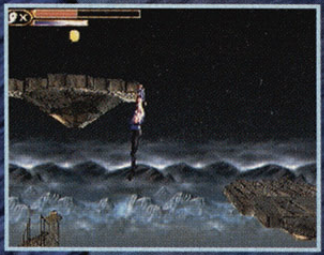


Continue to the right until you reach the windmill. The best way to jump on the spinning platforms is to jump straight up, then move onto the blade while you're in midair. Jump just before the blade is parallel with the platform you're standing on. For the best success when leaping from blade to blade, jump when the blade you're on is at a 45-degree angle (northeast).

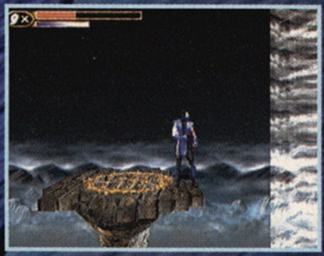


Move to the right until you reach the hanging ropes. Jump onto the first rope, then climb down the rope. Jump onto the ledge to the left and grab the power-up. Leap back onto the rope, then jump to the right, going from rope to rope until you reach the end. Wait for a gust of wind to lift you up, then flip onto the ledge to the left.

Round Key

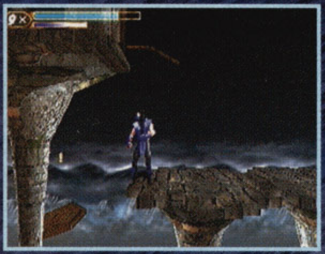


Keep moving up and to the left until you reach the round key. Grab the key, then run back to the right.

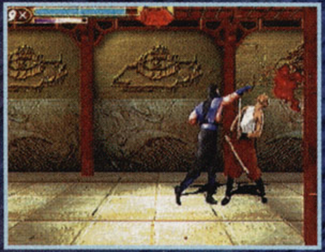


Go right for a while, killing monks and jumping across ledges, until you reach the ledge with the yellow circle. Access your inventory and use the round key you just found; you'll activate a giant tornado. Jump into the tornado, but don't ride it to the top. Instead, move straight across the tornado and land on the ledge to the right.

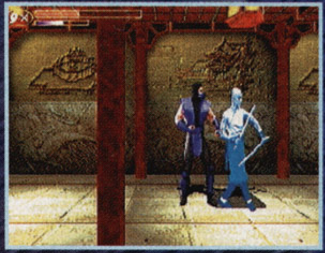
Triangle Key



Run to the right until you reach the bridge. Jump on the bridge and it will collapse. Don't worry—below the bridge is a ledge, and to the left of the ledge is the triangle key you need to continue. Grab the key, then make your way back to the tornado.

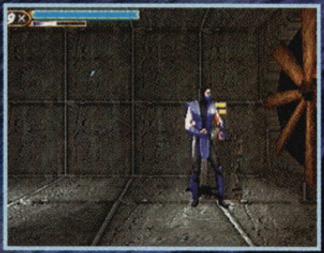


This time ride the tornado to the top, then jump to the right and into the cave with the triangle symbol. Use the triangle key to open the door, then kill the monks inside. This is an ideal place to gain experience points, so bust as many combos as you can.

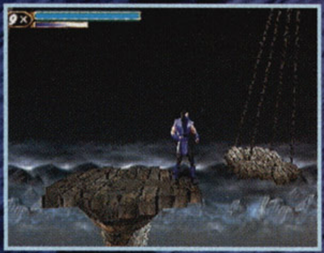


As you run to the far right, you'll notice a door. Whatever you do, don't just run in—you'll die! First, back away from the door and find the gray square on the ground. That's the switch that keeps the door open. Freeze an enemy about three or four times and push him onto the square.

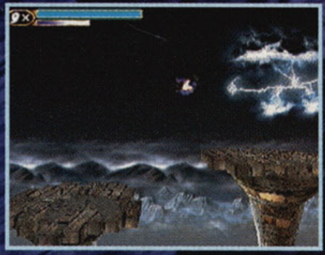
Square Key



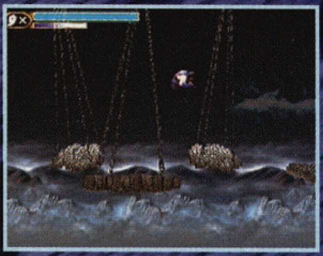
Run into the room, grab the square key, then run out. As soon as you grab the key, a fan will activate and try to suck you into its blades—exit as fast as you can!



Return again to the tornado and jump into it. This time, press Down to make your way back to the ledge on the bottom right (where you found the triangle key). Continue moving to the right until you reach the swinging ledges. To leap across them successfully, jump when the ledge you want to jump on has swung fully into the background and just begins to swing again toward the screen.

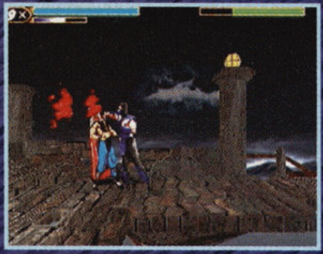


When you navigate the swinging ledges, use the square key to open the door, then quickly jump from left to right across the seven collapsing ledges (it's best to run across each ledge, then jump right before they fall).

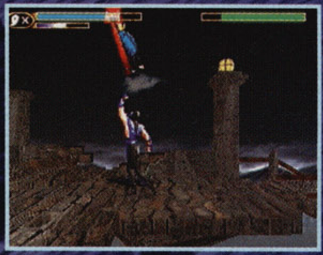


The eighth ledge you jump on won't collapse, but you'll have to jump from there onto more swinging ledges (the timing here is the same as before). Continue to the right and you'll find some enemies and more spinning blades. After you pass the blades, continue right to encounter one final swinging ledge. This ledge's timing is different than before, so be careful.

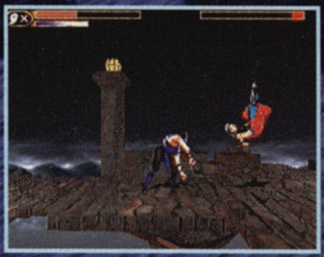
Boss: Fujin



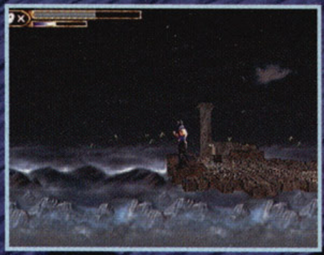
Jump from ledge to ledge and make your way to the right until you see a gust of wind. Ride it to the top to battle the second boss, Fujin. Fujin's cheap and one of the toughest bosses in the game. You need to hit him as many times as you can while he's on the ground and freeze him while he's in the air.



When you attempt to freeze Fujin in midair, he spins into a tornado to deflect the Ice Blast. Wait for him to stop spinning, shoot him with another Ice Blast to freeze him, then smack him with an uppercut.



Another way to beat Fujin is to keep your finger on the Run button the entire time and rush him with punches and throws. If he tries to fly into the air, immediately jump-punch him. When he lands, run into him and throw him.

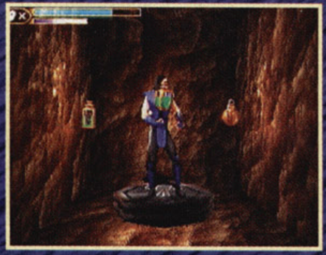


After delivering the final blow to Fujin, run all the way to the left of the screen to avoid his final tornado attack.

Mission 3

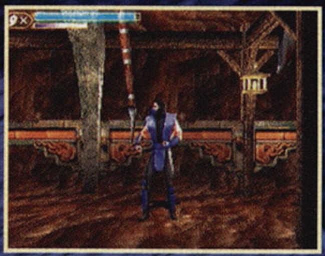
OBJECTIVE:
COLLECT THREE ICONS REPRESENTING THE ELEMENTS OF EARTH

PlayStation Password: CNSZDG

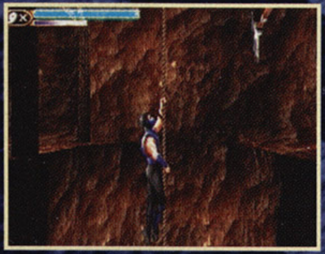


When you begin Mission 3, kill the monk that's waiting for you, then move to the right, going over the first pit and through the traps. Jump into the second pit to find power-ups, but grab them quickly before you're shot back into the main area.

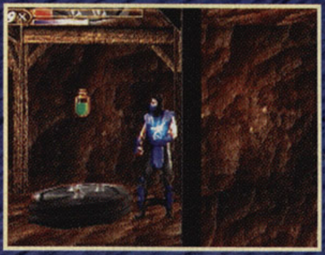
Square Key



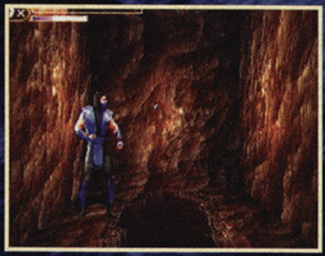
Keep moving right past the swinging blades (wait until the blade you're attempting to run by swings into the background before you continue past it) and beyond the dangling rope. You'll find a square key between two swinging blades (which have the same timing as before) with a pit that opens and closes beneath it. Grab the key and keep moving to the right to find an extra life.



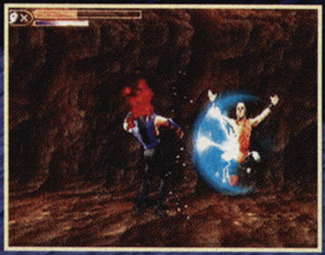
Get the extra life, then go back to the left to the rope and climb down it as quickly as possible (the ceiling collapses if you move too slowly). Use the square key to open the door, then get ready to rumble with some more monks.



After killing the two monks, move to the far right of the screen and jump onto the platform. After being shot into the air, grab the left ledge, pull yourself up, and collect the power-ups.

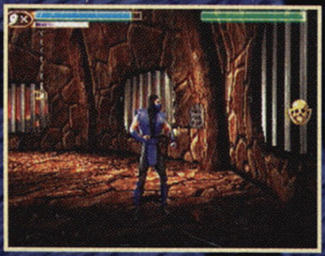


Jump into the hole to the left of the power-ups while holding Left or Right to find more special potions. Fall down the hole and run to the right, toward the platform that shot you into the air.

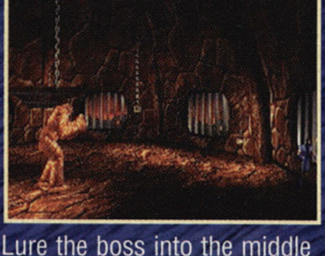


Go to the right this time and you'll encounter a levitating monk. Don't walk into him or you'll be shocked. To kill the monk, freeze him when he attempts to teleport.

Boss: The God of Earth

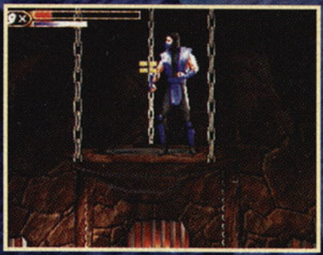


Continue moving to the right. After jumping over another pit and encountering another monk, you'll battle the God of Earth. Don't worry, he's a joke! Slide underneath him and grab the Tablet of Truth to the far right.

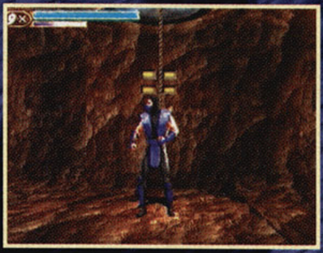


Lure the boss into the middle of the room, then pull the skull switch to drop a platform on his head. Run into the earthen deity and kick him with a roundhouse, then use a jump-kick to stagger him. Continue this routine to blow him into dust!

The Key

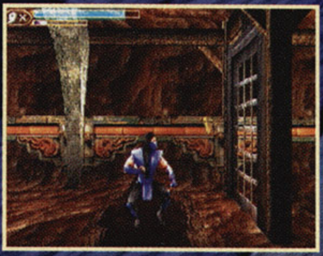


After killing the God of Earth, pull the skull switch once more, then run over to the platform and ride it to the top to find another key. Grab the key, jump off the platform, and run out the door to the left.

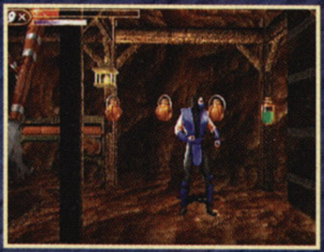


Run until you find the wall that bears the symbol of the key you just found, then use the key to open an area directly above you. Climb the rope and jump into the first opening to the left. Go left through the crushers and past the swinging blades. Continue left beyond the dangling rope and more blades until you reach the platform that shoots you into the air.

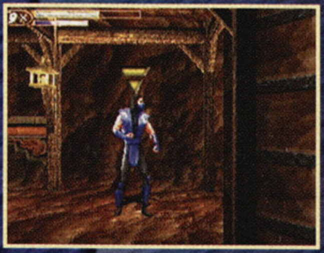
The Key



Grab the potion, then jump on the ledge to the right. After defeating the monk, make sure you grab the key in front of the door before falling down the hole (if you miss it, you'll have to go back through the earlier obstacles to get it).



Grab the key, then fall down the hole. Now, stand on the spring platform to catapult up and kill the monk. Grab the Eye of Invisibility, then jump across the hole with the rope to the ledge on the right. Continue going right, past more blades and pits, to find numerous power-ups.

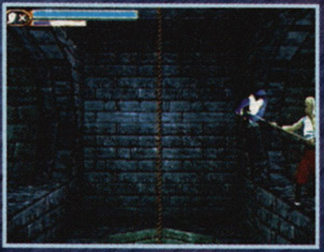


Run back to the rope on the left and climb up. Jump onto the right ledge, grab the Shield of Invincibility, and kill all the monks. Keep heading right until you run out of room, then use the key you found earlier to open the door and exit the level.

Mission 4

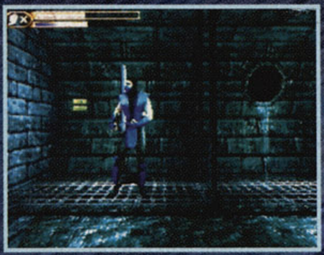
OBJECTIVE:
COLLECT THREE ICONS REPRESENTING THE ELEMENTS OF WATER

PlayStation Password:
ZVRKDM

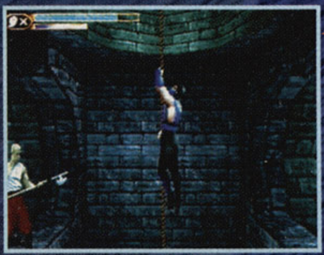


Mission 4 is a huge maze that can take forever if you don't know where you're going. Begin by going right. When you reach the rope, jump on it, then jump on the ledge to the right. Fight the monk, grab the power-up, and continue to the right until you reach another rope.

Icon #1

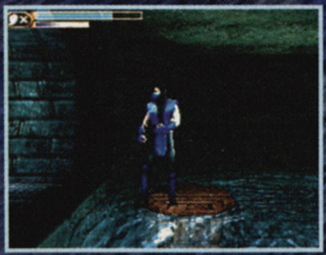


Climb to the top of the rope, then jump to the right and climb the next rope to the top. Jump into the room to the left and grab the key. Climb to the bottom of the rope you were just on and go to the left.

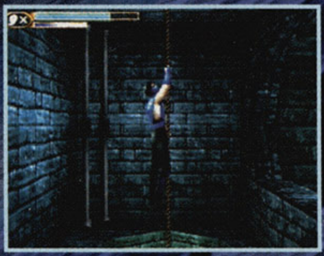


Climb the next rope down to the bottom, then go left. Shimmy down the next rope to the first opening (don't climb down any farther or you'll lose a life) and jump to the left. Climb down the next rope and jump into the first room you see on the left—the one with the electric eels.

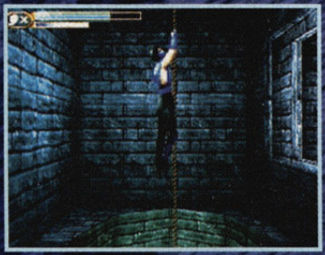
Icon #2



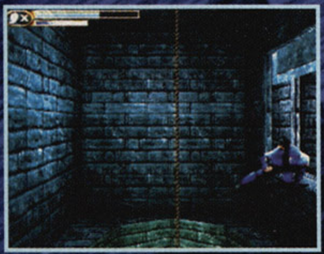
Continue moving left until you reach the next rope. Climb down it to the bottom. Enter the room to the left and use your key to open the door. Immediately jump on the wooden platform in the middle of the room to float to the top. When you reach the top, wait for the platform to drift to the left. Jump into the area to the left and grab the key.



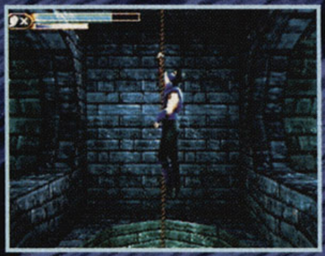
Jump back on the wooden platform and ride it to the bottom. Exit to the right and climb up the rope. When you reach the top, jump into the room to the right (the one with the eels). Climb the next rope to the top, then jump into the room to the right.



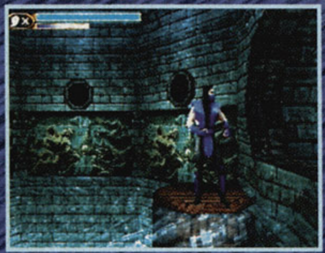
Continue heading right until you reach the next rope. Climb to the top of this rope. Go to the right, kill the monks, then climb the next rope until you reach the first opening to the right. Jump in.



Go to the right until you reach the key symbol. Before using the key, however, face left and get ready to run. Use the key, then run to the left. When you reach the door, slide to pass safely under the closing door. Make sure you grab the rope on the other side of the door after you've slid under it.

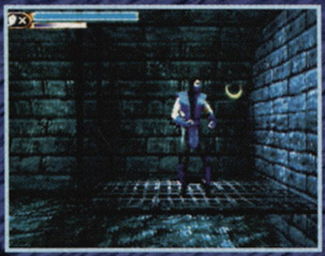


Climb down the rope to the bottom and jump into the room to the left. Continue moving left until you reach another rope. Climb down the rope until you reach the first opening to the left, then jump in.

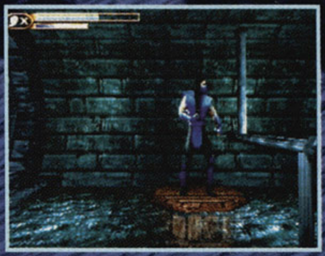


Go left, climb down the next rope you come to, then jump into the first opening to the right. Run right, then jump onto the floating wooden platform and ride it to the other side of the room. Jump into the opening to the right.

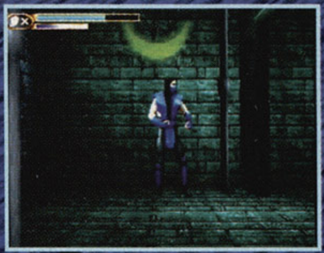
Icon #3



Avoid the electric eels by jumping on the wooden platforms. Continue moving to the right until you reach the third key. Turn around and jump back over the eels as you move left. Jump on the floating wooden platform and let it take you back to the left.

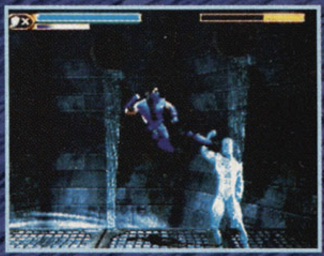


Run to the left until you reach the next rope. Climb the rope down to the bottom, then go into the room to the right. Wait for the floating wooden platform to take you safely over the electric eels, then exit to the right.



Climb up the next rope, then jump into the room to the right. Continue walking to the right until you reach the wall with the key symbol, then use your key to enter the room with this level's boss, the God of Water.

Boss: The God of Water

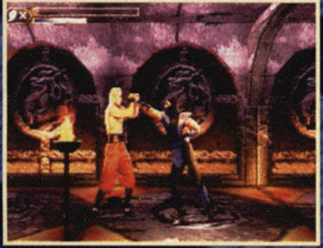


The God of Water is easy to beat. Use jump-kicks to smack him around, then freeze him and use uppercuts to finish him off.

Mission 5

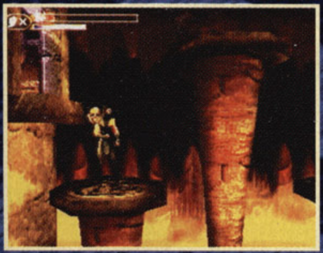
OBJECTIVE:
COLLECT THREE ICONS REPRESENTING THE ELEMENTS OF FIRE

PlayStation Password:
JYPPHD

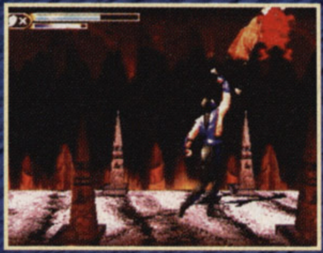


Start the level by heading to the right. Kill the two enemies, then continue right, jumping over the fire pits.

Icon #1

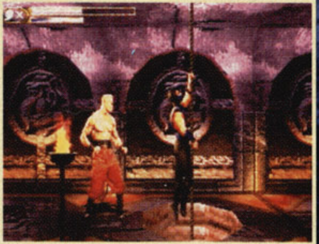


Go outside and jump onto the platform below. Pull the skull switch to lower a platform in the distance, then quickly jump to the right, across the platforms, until you reach the key. If you take too long, you must go back and pull the switch again.

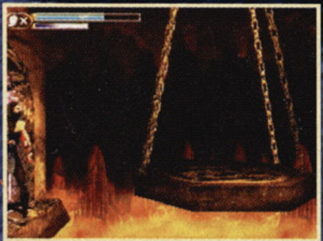


Jump down into the opening to the right, then leap across the fire pits and over the spinning spiked clubs. Continue moving outside the building to the right, where you'll encounter more monks, and enter a new building.

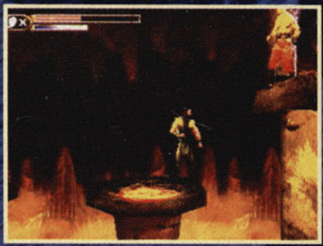
Icon #2



Keep running to the right over the traps and past the enemies until you reach the rope. Climb down the rope and run left until you reach another rope. Climb down the rope and run to the left. At the far end you'll find a key.

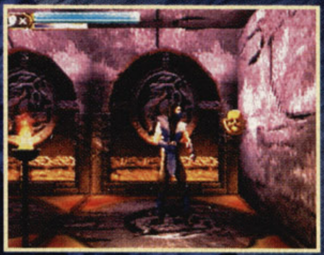


Run back to the right and climb up the rope. Jump off the rope and run past the fire to the right. When you reach the rope to the far right, climb up it, then jump off to the right. Run to the right until you reach the outside, then jump on the platform being lowered by chains.

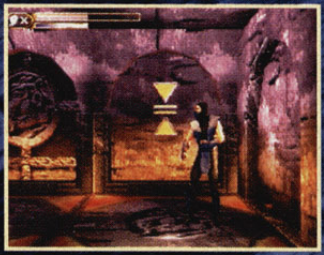


Jump across the three platforms (ride the third one down to collect a power-up), then jump into the opening to the right. Run past the fire traps and climb up the rope to the right. Jump off the rope and run to the right until you reach the platform outside.

Icon #3

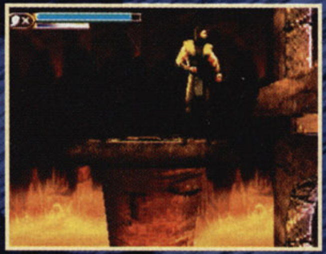


Jump across the platforms and into the room to the right. Kill the enemy, then pull the skull switch at the far-right end. Run back outside to the left and back across the platforms. This time, jump through the opening at the bottom of the building. Run to the left and grab the key.



Run to the far-left of the room and pull the skull switch, then run back to the platforms. Jump across them once again. Ride the final platform up into the sky, then jump into the room to the right to fight the God of Fire.

Boss: The God of Fire

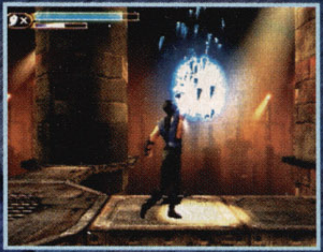


You can't freeze the God of Fire, so you'll have to beat him with combos and quick jump-kicks.

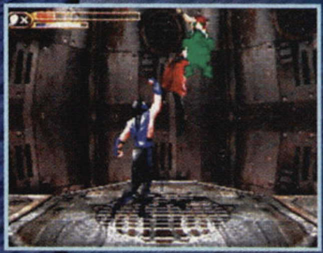
Mission 6

OBJECTIVE:
ESCAPE FROM THE PRISON OF LOST SOULS

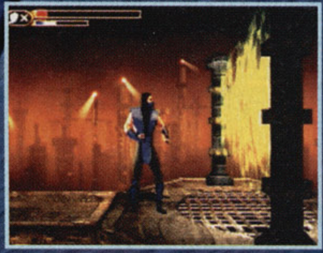
PlayStation Password:
RGTKCS



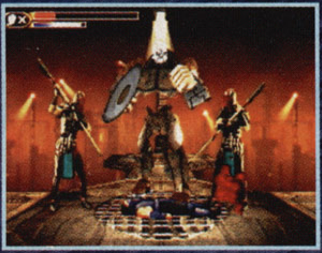
Begin Mission 6 by running to the right until you encounter some guards. Slide to knock the weapons out of their hands, then kill them with the Ice Shatter. Next, run past the giant falling hammers.



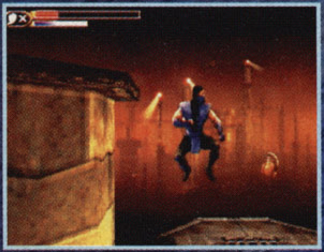
Kill the guard to the right, grab the power-up, and enter the building. Once inside, kill the two enemies (Ice Shatters work the fastest), then proceed through the door to the right.



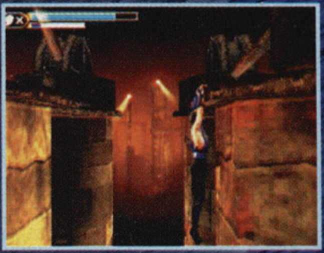
Kill the guard outside, then run to the right. Wait for the electric fence to fizzle out, then jump past it. Kill the guard on the other side of the fence, then jump through the last fence to the right.



Don't worry when you're beat down after running through the fence—it's all part of the story.

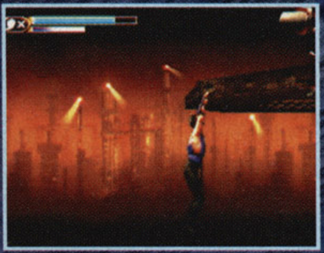


After the cinematic, run through the door to the right. Kill the guard, then jump across the platforms to the right. Another guard is waiting on the other side with a BFG. Kill him, then continue to the right by dropping onto the platform below.



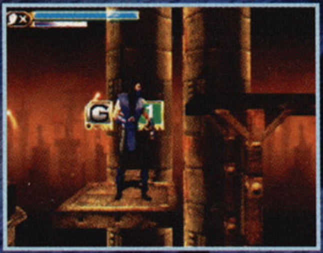
Jump up onto the next platform on the right and run under the giant hammer. Leap to the next two platforms to the right and run under the other hammers. Continue running to the right.

Level 1 Key

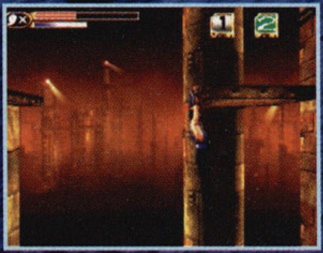


When it appears you've run out of room on the right, make a leap of faith and grab onto the ledge. Kill the guard there, then grab the key. Head back to the left and make the huge jump back onto the ledge there.

Level 2 Key

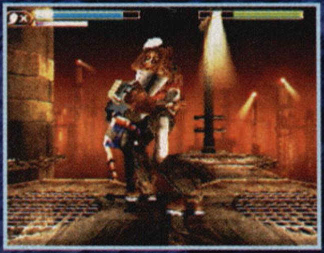


Stand on the elevator and use the key you just found to go up to level 1. To activate the elevator, hold the Pick Up Item button and tap HK. Once you're on the first level, go to the right. Fight your way past the enemy and continue right until you reach the key to level 2.



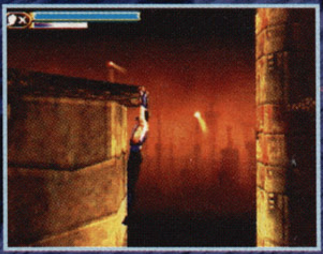
Grab the key, then jump to the right and ride the elevator up to level 2. Jump to the right again to fight the guard who has the sawblade for a hand (he's the guy who beat on you earlier).

Boss: Sawblade

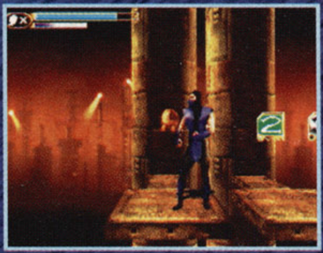


The best way to beat this boss is to run up and kick him with a roundhouse, jump away from him, then run in and kick him again. Keep doing this until he's defeated. If you run out of room, slide under him and repeat the attack pattern from the other side.

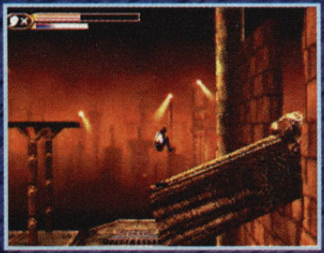
Level 3 Key



After killing the boss, grab the key to level 3 and run to the left. Jump down onto the elevator, then jump onto the platform to the left. Run to the left, and when you run out of room, jump straight down.



Run to the left past the giant hammers until you reach the next elevator. Ride it all the way to the top, then run to the right to reach the next elevator. Go up to level 3, kill the guard to the left, and grab the Urn of Strength.

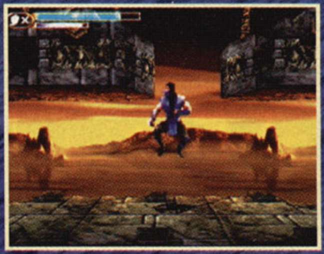


Jump onto the elevator and ride it down. Head all the way back to the right to the area where you defeated the boss and ride the elevator up to level 3. Stand at the edge of the platform and use the Urn of Strength to jump-kick the huge statue. Make your escape from the prison and end the level.

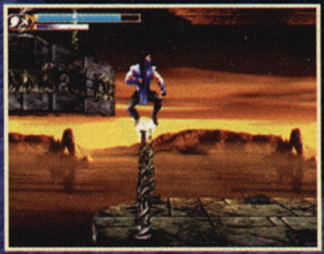
Mission 7

OBJECTIVE:
CROSS THE BRIDGE OF IMMORTALITY TO REACH SHINNOK'S FORTRESS

PlayStation Password:
QFTLWN

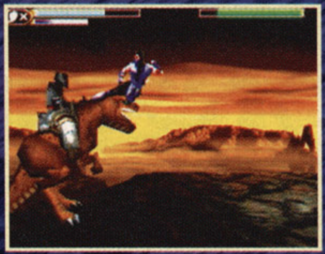


Run to the right and kill the three guards. When you come to a break in the walkway, jump down to the level below. Run to the left and jump to the next platform.



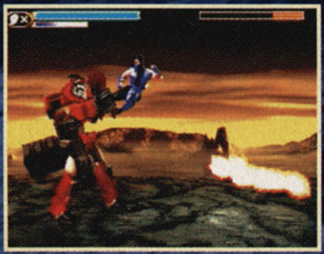
Continue left, then jump down to the platform below. Run to the right. Jump across the platforms to the right until you can't go any farther, then jump straight down to the platform below. Head left, jump across the platforms, and you'll fight the first boss in this mission.

Boss: Dragon

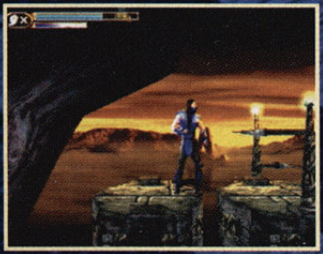


Use jump-kicks to quickly kill the boss, then snatch the key. Run back to the right, then make your way to the top level of the platforms where you started.

Boss: Robot

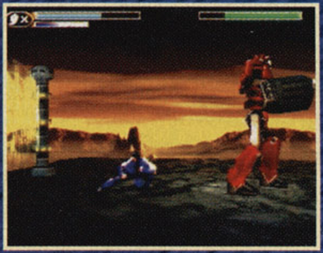


When you reach the top, run to the right to fight the second boss. The best way to kill him is to jump-kick him, then kick him with a roundhouse when you land. Immediately jump away from his attack, then jump in with another kick and a roundhouse. Continue the pattern until he's dead.

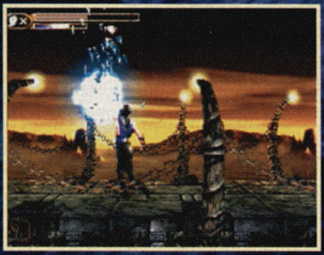


Grab the key and go through the fence to the right. Jump to the platform directly below. Grab the power-up and continue heading right, past the swinging blades and the gun-toting enemy.

Boss: Robot

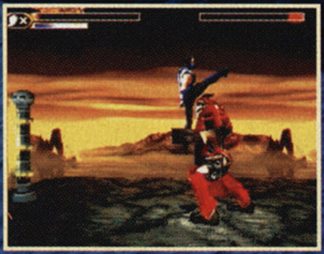


Jump up onto the platform to the right, but be prepared to do battle with another cheap boss. Run in and jump-kick him, then immediately hit him with a roundhouse kick. If you can stay inside and repeat the pattern, you can kill him this way. If he starts shooting, slide under his feet to the other side (be careful of the electric gates on each side, though). Jump in and kick him again.

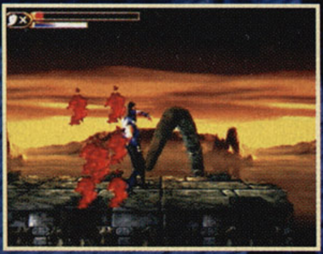


Grab the power-up and run through the fence to the right. Jump down to the platform to the right and kill the two enemies. Continue jumping to the right from platform to platform.

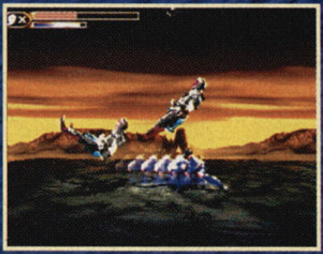
Last Boss



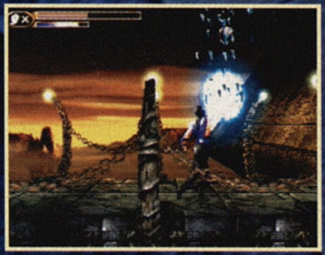
When you reach the end, drop to the level below to fight the fourth boss. Kill him with the same pattern you used to defeat the second boss in this level (jump-kicks and roundhouses), then grab the final key of the level.



Run through the fence to the right and jump on the platform. The platform will start to rise—ride it to the top, then jump onto the platform to the right. Jump onto the next platform to the right, then run quickly across it to avoid the tentacles.



Continue jumping to the right from platform to platform until you reach the two enemies with weapons. Use your Super Slide to knock the weapons from their hands, then kill them with the Ice Shatter.

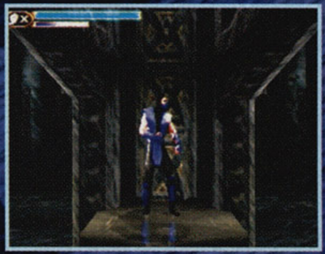


Keep heading to the right. Jump past the swinging blades and over the shooting enemies until you reach Shinnok's fortress. Use the Ice Shatter to kill the guard by the door, then use the key to exit the level.

Mission 8

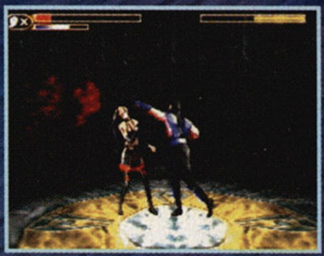
OBJECTIVE:
EXPLORE THE FORTRESS TO FIND QUAN CHI'S SANCTURARY

PlayStation Password:
XJKNZT

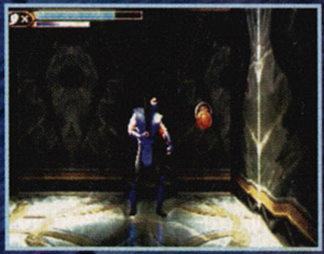


Begin this mission by running to the right. You'll encounter a couple of enemies, but it's easier to jump over them than to fight them. Take the elevator up (hold the Pick Up Item button and tap HK).

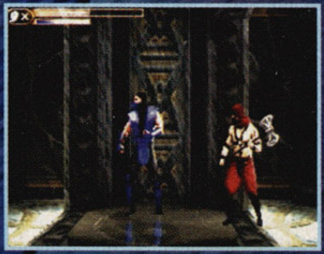
Boss: Kia



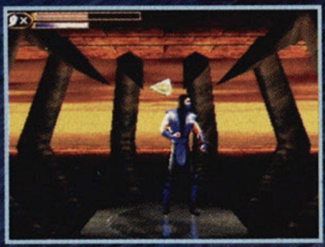
When the elevator stops, run to the left. Jump past the first elevator you see and run into the door to the left. Inside, you'll fight a boss named Kia. Freeze her, then bust her up using combos. After defeating her, take the crystal she leaves behind.



Run out the door to the right and take the second elevator back down to the bottom floor. Jump off the elevator and run to the right. When you reach the next elevator, go up. Run to the right past the swinging blades to find a power-up.

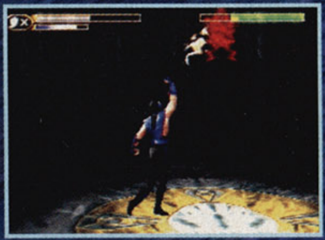


After grabbing the power-up, turn around and run to the left end of the hall to score another power-up. Run to the right and jump on the elevator. When the elevator stops, head to the right to snag yet another power-up. Run back to the left to find the next elevator.

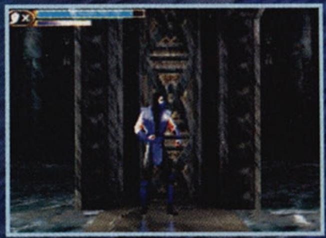


Ride the elevator up to the next floor, then run to the right, past the swinging blades. Jump into the elevator to the right and go up. Access your items menu and use Kia's crystal here.

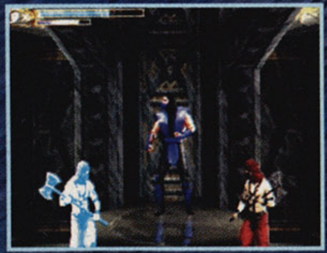
Boss: Sareena



Take the elevator down one floor, then run into the room to the right, where you'll fight a boss named Sareena. When Sareena's defeated, don't do the Spine Rip Fatality (she helps you later if you let her live). Steal her crystal, then run back to the second elevator to the left and go down.

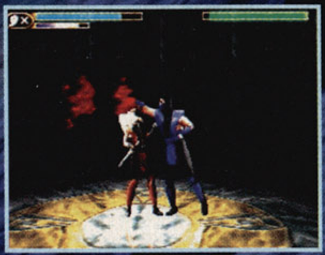


Jump off the elevator and run to the right. When you reach the next elevator, go down. Jump off the elevator and run to the right. Take the first elevator you see down to the ground floor.

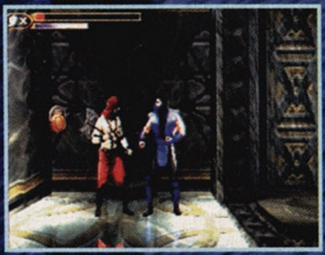


When you reach the bottom floor, run to the left. Jump over the enemies and onto the first elevator you see to the left. Go up. Jump off the elevator and run to the right. When you reach the next elevator to the right, get in and go up.

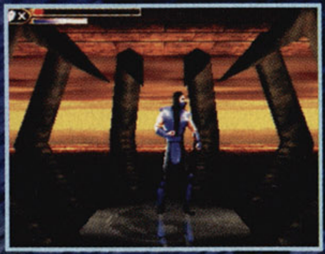
Boss: Jataaka



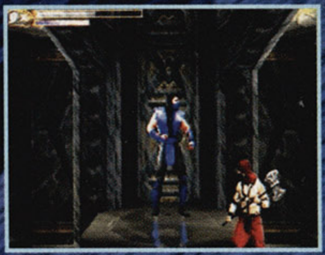
When the elevator stops, run into the room on the left and battle a boss, Jataaka. Freeze her, then kill her with your sick Six-Hit and cheesy Five-Hit Combos. Take her crystal and run back to the elevator to the right. Take it down.



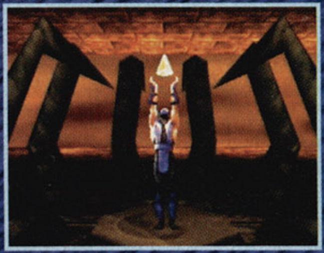
Jump off the elevator and run to the left. Jump past the guards and over the first elevator, then continue running until you reach the second elevator. Go up. Run to the right, and when you reach the first elevator, go up. Run to the left and grab the power-up.



Go back down the elevator. Jump off the elevator and run to the left. Run past the swinging blades and jump over the first elevator. Jump onto the second elevator (the one at the end of the hall) and go up. Run to the right and jump into the first elevator you see. Go up. When you reach the top, go into your inventory and use Jataaka's crystal.

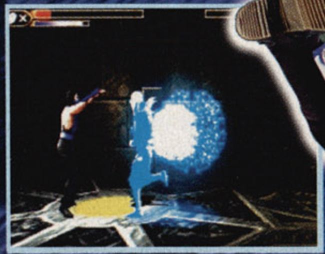


Take the elevator down, then run to the left until you reach the elevator. Go down. Jump off the elevator and run to the right. Jump into the first elevator and go down. Jump off the elevator and run to the right. Jump into the second elevator you see and go up.

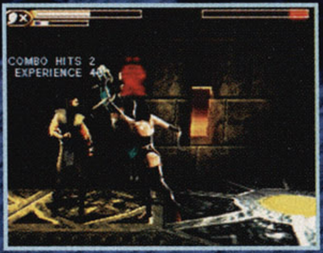


Jump off the elevator and run to the right. Jump into the elevator to the right and go up. Get off the elevator, then run all the way to the left end of the hall to find a power-up. Turn around and run back to the elevator. Take it to the top, then enter your inventory screen to use Sareena's crystal. This accesses Quan Chi's teleporter.

Boss: Quan Chi

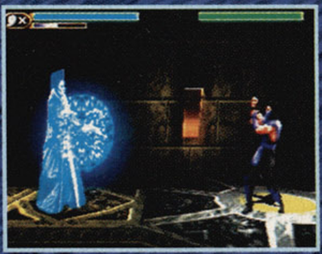


Now it's time to fight Quan Chi. Run away from him, then when he charges you, use the Ice Clone to freeze him. Use your combos to drain his energy.

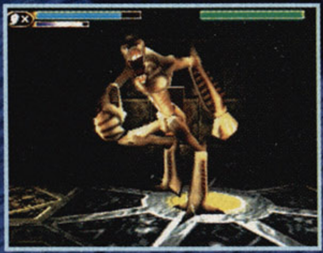


If you spared Sareena's life earlier, she comes to help you finish off Quan Chi.

Boss: Shinnok



After killing Quan Chi, you'll face the game's final boss, Shinnok. To defeat Shinnok, wait until he's about to shoot a fireball, then freeze him. Run to the teleporter and teleport to the other side. While Shinnok is still frozen, freeze him again, then run up to him and snatch his amulet.



Shinnok then transforms into a demon. Run through the portal that appears to the left of the bridge to escape the demon and finish the game!

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TOMB RAIDER II

STARRING LARA CROFT

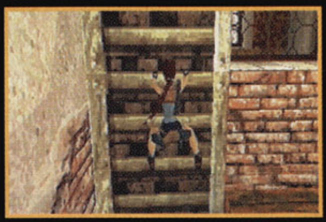
Lara Croft is back with more action in Tomb Raider II. This ProStrategy Guide first joins Lara at the Offshore Rig, then takes you through the Diving Area and down 40 Fathoms. —By Major Mike

Lara's Basics

Practice, Practice, Practice

Learning Lara's repertoire of moves is essential for completing Tomb Raider II. If you never played the first Tomb Raider, do yourself a big favor and spend some time on the practice course at Lara's home.

Climbing



New to Tomb Raider is the ability to climb. To climb, stand in front of any textured wall and press and hold Action to grab onto the wall. Hold Action and move the directionals →, ←, ↑, or ↓ to scale the wall. To perform a backflip while climbing, hold Action, then press Jump. To do a flashy pose when you climb to the top of a wall or structure, simultaneously press and hold ↑, Walk, and Action.

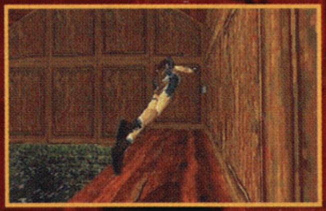
Jumping

Performing accurate jumps is essential in Tomb Raider II. You can jump while running or just standing. When at a standstill, you can jump in several directions. To jump in any direction when standing, first press and hold Jump, then immediately press any directional.

Jump-n-Gun

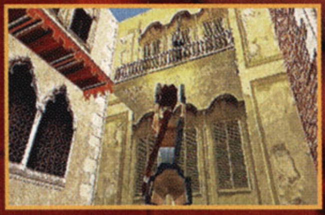
Enemies take several shots before they die. To escape danger while inflicting damage on enemies, draw a weapon, and simultaneously press and hold Action, Jump, and Down to do a backflip. This tactic makes you hard to hit, but your shots will consistently find their mark, thanks to auto-aiming. Don't stand and wage a war of attrition against an armed thug—you'll either die or be close to death when the battle's over.

Rolling



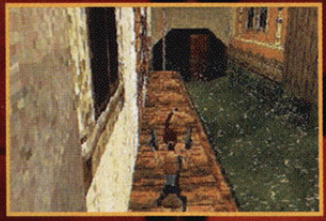
Pressing the Roll button makes you roll on the ground and face the opposite direction. This move is especially handy underwater when you're being chased by frogmen or sharks, or when navigating a tricky passage where seconds count.

Auto-aiming



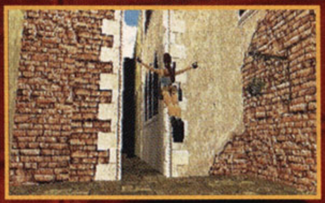
Auto-aiming is a handy feature that tells you when enemies are around. Whenever you're holding a weapon and an enemy's in range, the weapon automatically points in their direction.

180-Degree Turn



To execute a deadly 180-degree barrage, run forward, jump, then simultaneously tap ↓ and Jump. You'll turn around 180 degrees and face the opposite direction upon landing. If you're firing while doing this attack, you can blow holes in an enemy in seconds.

Dive and Roll



To execute the dive and roll move, press and hold Walk, then simultaneously press ↑ and Jump. Do this move at the edge of a pool to perform a swan dive.

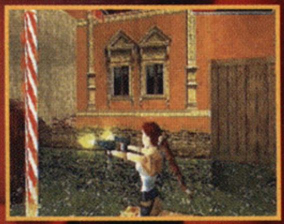
New Save Feature

Tomb Raider II's best new feature is the ability to save on the fly, something you're going to use repeatedly. When in doubt, save your game; when not in doubt, save your game anyway.

Flares

Flares are another addition to Lara Croft's item collection. Use them to see in dark areas. Flares also work underwater.

New Weapons



Lara's two Uzis cut a path through enemies.

Pistols: Weakest weapon

Automatic Pistols: Good for sniper shooting and close targets

Shotgun: Effective at close range only

Uzis: Effective for dropping mid-range targets quickly

M-16: Excellent weapon for close and far targets

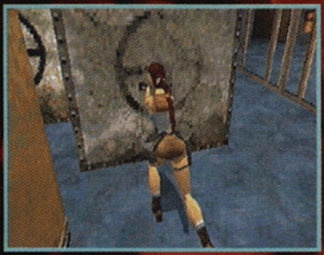
Grenade Launcher: The best weapon you can find

Harpoon Gun: Your only underwater weapon

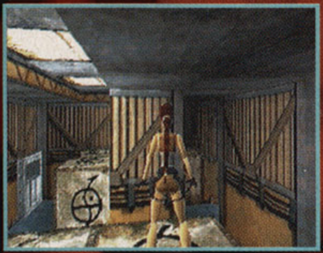
Mission 5: Offshore Rig

Mission Walkthrough

Unarmed and Dangerous

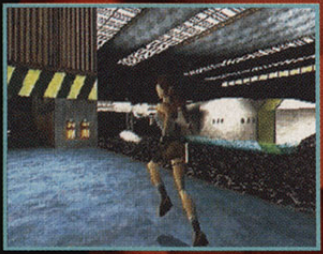


You awaken in a prison cell without any weapons. However, the switch for the cell door is in the far corner. First, move the three crates to clear a path to the door.

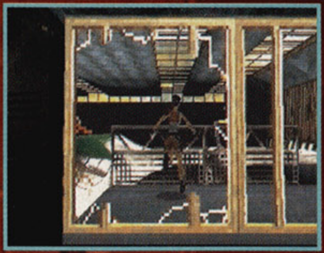


Once you've cleared a path, press the switch and run to the door before it closes.

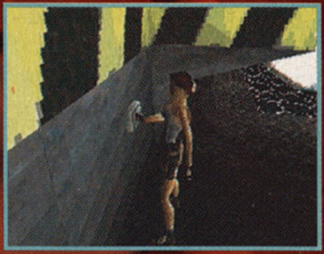
Open Season



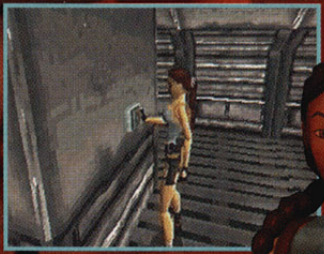
When you step into the hallway, an alarm sounds and two thugs approach from the left. The first thug carries a stick, but he's not the problem—it's his rifle-toting buddy who is. Run past the thugs—expect to take some hits here—and down the hallway. Jump while you're running because it's harder to hit a moving target. Head down the hallway, but not up the ramp to the right—that starts barrels rolling that will squish you. At the end of the hallway, turn right, and move toward the windows.



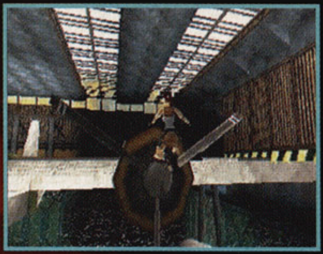
Wait for the shooter to fire and break the windows. Go onto the ledge and move to the right. Jump off the ledge and press the button to open a door under the plane. Dive in the water and swim underneath the plane.



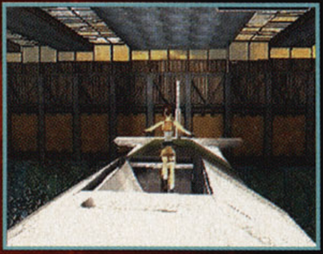
Plane Skill



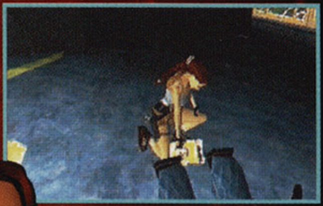
Inside the plane is a switch. Press the switch to stop the plane's wing propeller. Dive back in the water and swim to the jail door. Climb back on dry ground and return to the switch past the broken window. Now you must do a running jump toward the propeller. Grab onto the ledge, pull yourself up, and run to the trap door near the tail of the plane.

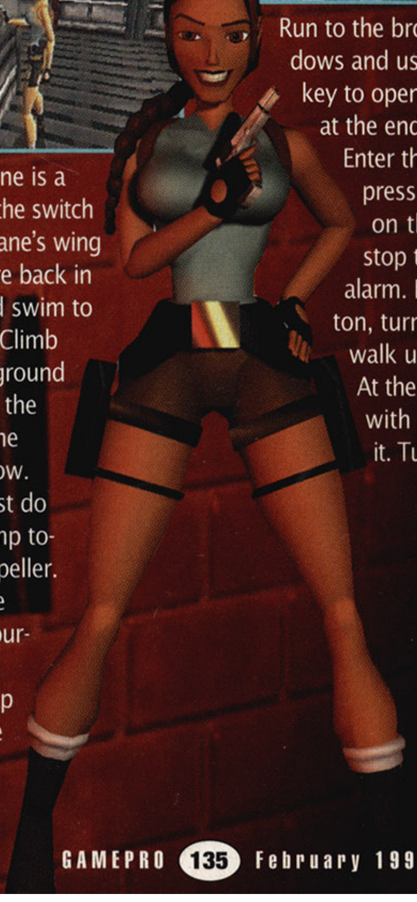


Yellow Pass Card



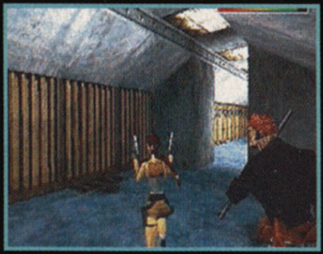
Fall through the trap door and get your pistols. It's time for some payback! Climb out of the plane and run to the nose. You should be able to shoot the two thugs through the broken window. Pick up the Yellow Pass Card the shooter drops.



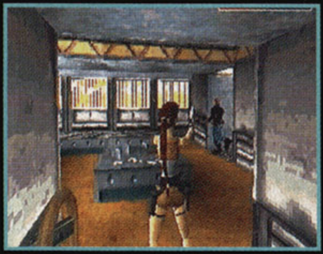


Run to the broken windows and use the pass key to open the doors at the end of the hall. Enter the room and press the button on the wall to stop the annoying alarm. Face the button, turn right, and walk up the stairs. At the top is a door with a wheel on it. Turn the wheel.

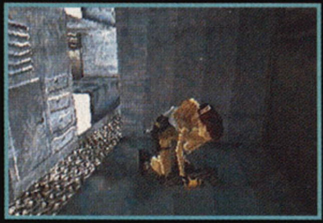
Wheel of Misfortune



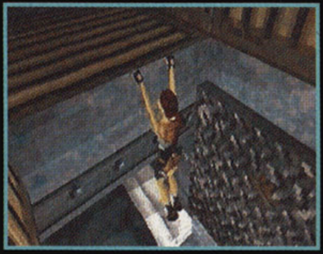
When the door opens, draw your guns and get ready for the thug from behind and his buddies to the right. They shouldn't be a problem if you spot them early and keep firing. Inside the room to the right is another door with a wheel. Turn the wheel, draw your pistols, and jump back; a thug is waiting just inside on the right side of the room.



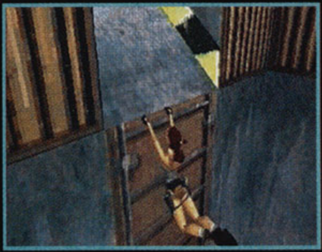
Harpoon Gun and Automatic Pistols



After taking care of the thug, enter the room and collect the items. Head into the bunk room and collect the items on the beds, including the harpoon gun and the automatic pistols. Now, go to the top bunk to find the switch (it's the first bunk on the left when you enter the room).

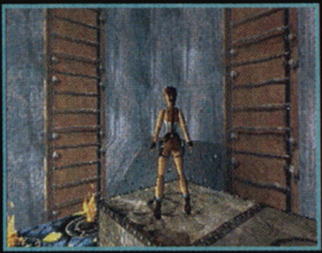


Press the button, run to the end of the room, and hop on the top-right bunk. You've opened a trap door that stays open for only a few minutes. From the top bunk, jump up, grab onto the ledge, and pull yourself up.



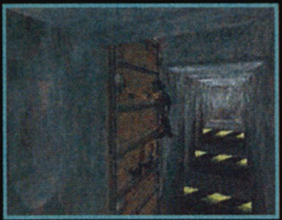
When you reach the ramp at the end of the passage, turn your back to it and slide down. The ramp leads to a high drop, but you can grab onto the ladder and safely climb down. Move the crates to make a ramp across the burners to the other ladder in the room.

Red Pass Card

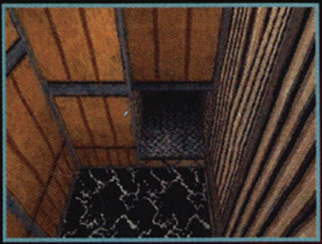


Jump the burners and climb the ladder to the top. Have your pistols ready for the thug who approaches from the right. Kill the thug and he drops a Red Pass Card.

Stone Dragon

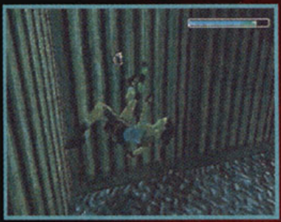


Climb the ladder that's halfway down the hall. At the top is the Stone Dragon statue. Watch your step on the way down.



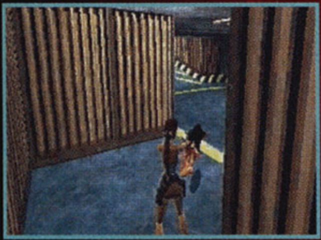
The end of the hallway drops off into a pool of water. Dive in and pull yourself up to the ledge below.

Jade Dragon

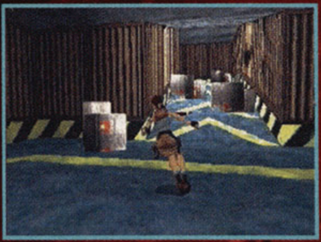


Swim to the lever, pull it, surface, then swim down the passage above the lever. The passage leads behind the giant propeller you may have seen while swimming around the seaplane. At the end is the Jade Dragon statue.

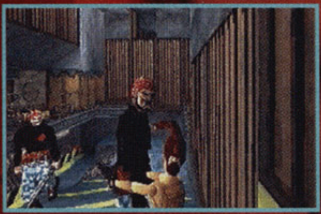
Bells and Whistles



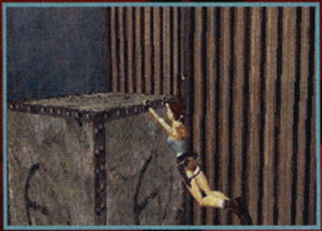
The passage leads back to the switch that turned off the alarm. Go to the switch, and from there run up the stairs to the left. Draw the automatics, peek around the corner, and make a hasty retreat: A dog and a shooter will start chasing you. To kill the pursuers, keep firing while performing backflips.



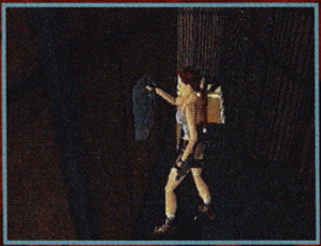
At the top of the stairs is a circular room with a ramp. Walk up the ramp, then jump to the left to dodge the rolling barrels. Use the Red Pass Card at the top of the ramp to open a door. When the door opens, fire a few shots into the room, wait for the music to start, and backtrack. When you do, a thug will attack from behind and one will follow from the room you just shot into. Kill the two thugs, return to the room, and stand in the doorway. You should be able to blow away a shooter to the left.



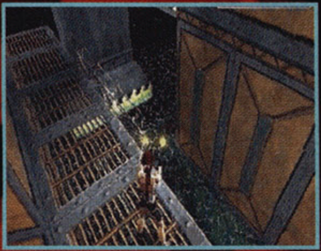
Enter the room and walk to the platform to the left. Move the crate so it's on the small platform against the far wall. Stand on the opposite platform (with the empty pool) and jump on top of the crate you just moved. Then jump to the ledge above.



Ready the automatics and blast the thug down the corridor to the right. At the end of the hall is a room with a trap door and a switch. Press the switch, and the empty pool fills with water. Dive in the pool, swim to the other side, and climb out. Immediately to the right is a ramp behind some pipes. Jump on the ramp and jump to the switch. Press the switch to drop the trap door.

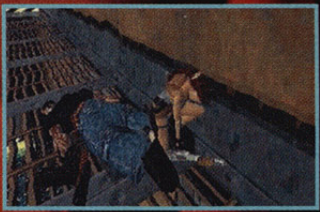


Swimmin' & Shootin'



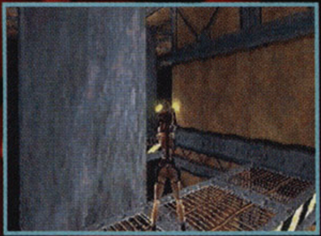
Jump through the trap door and slide down the ramp into a giant room. When you reach the bottom, draw your guns and walk to the edge of the platform. You can see two frogmen treading water. Shoot them both. Dive into the water and swim to the pillar in the far left corner.

Shotgun

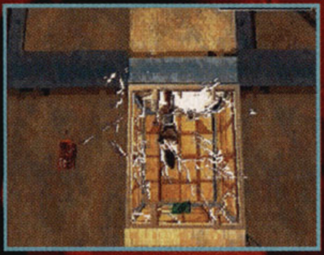


Climb onto the base of the pillar and jump to the ladder on the wall. Climb it, and when you reach the top, run and jump onto the adjacent catwalk and blast the thug. When he's dead, grab his shotgun.

Green Pass Card

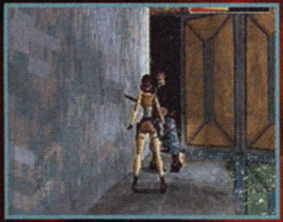


Stand to the right of the pillar and shoot the thug on the catwalk across the way. Jump to that catwalk. Pick off the thug on the opposite catwalk around the corner. Now, carefully jump the catwalks until you reach the glass booth that has the Green Pass Card.



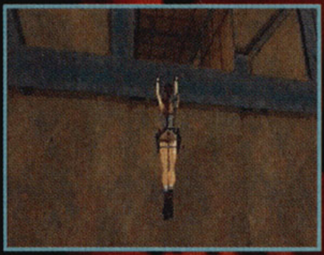
Get the card and dive off the catwalk into the water.

Gold Dragon

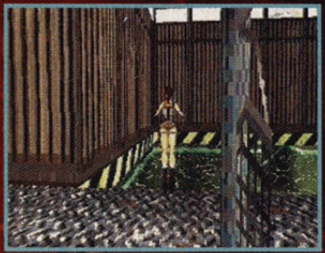


Surface and look at the pillar closest to you. See the Gold Dragon statue? Climb on the pillar, quickly grab the statue, and dive back into the water. Why so fast? Thugs will appear out of nowhere when you go for the statue. You could get the statue after you dive into the water when you first enter this huge room but you'd take shots from the thugs on the catwalk above.

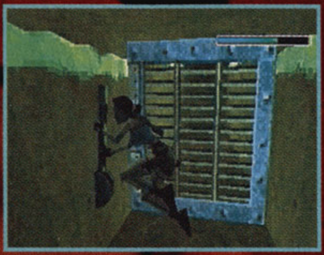
Leaving the Room



The exit to the giant room is above one of the catwalks adjacent to the Green Pass Card booth. Climb up to the hole and take the passage. At the end of the passage is another hole. Jump down that hole. You're back in the hallway that leads to the room with the trap door. When you land, be ready for the thug who's waiting down the hall.



Insert the Green Pass Card in the slot and flip the switch that filled the first pool with water. You have now transferred the water into the second empty pool. Dive into the pool and swim to the exit.

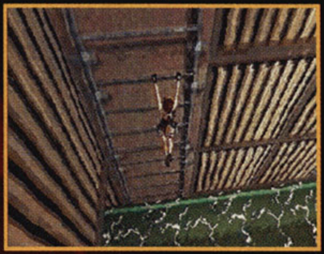


You did it! On to the next mission.

Mission 6: Diving Area

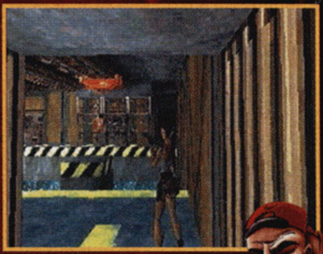
Mission Walkthrough

Tough and Tougher

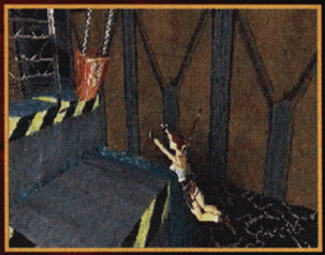


When you reach the gap, jump to the ladder on the opposite side. Climb to the opening and press the switch. Return to the pool you just jumped, swim past the giant fan, and pick up the items at the end of the corridor. Return to the surface. Before climbing ashore, pull the underwater lever.

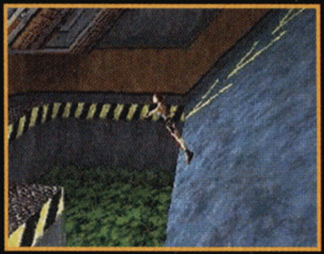
Gaps



When you reach the open room, have the shotgun ready to blast the thugs and the dog that approach from the left. When they're dead, shoot the thugs on the other side of the gap.

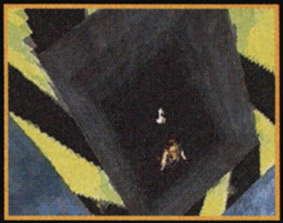


Jump to the platform with the hook moving across its top. Stand on the edge of the platform to avoid the hook when it passes. Jump to the other platform, then jump again to the other side.



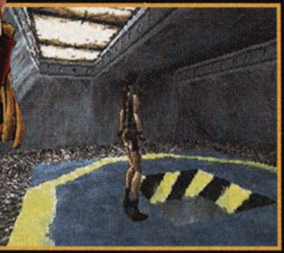
Go to the end of the hallway and stand at the edge of the ramp. Slide down the ramp and jump at the last possible moment to avoid dropping into the pool of toxic waste.

Stone Dragon

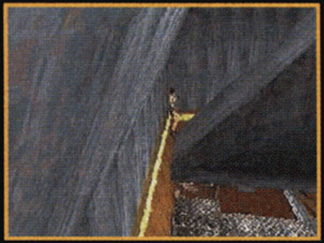


Stand at the edge of the ramp above the toxic pool and take a look around. In the middle of the ramp is a hole. Turn your back to the pool and slide down to the hole. Inside is the Stone Dragon statue.

Up on the Catwalk

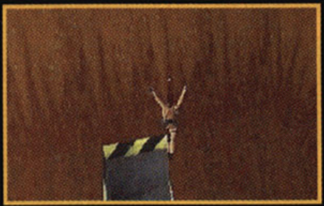


After you jump the toxic pool, take the walkway to the left, and climb the tall ladder. In the next room is a hole. Stand on the left side of the hole, turn your back to it, and step back into it.

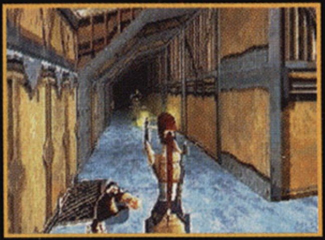


You'll fall onto a ramp and slide to the bottom. Grab the end of the ramp where it drops off, let go, and grab the edge of the catwalk below, under the ramp. Have the shotgun ready, because a thug is patrolling the catwalk.

Blue Pass Card

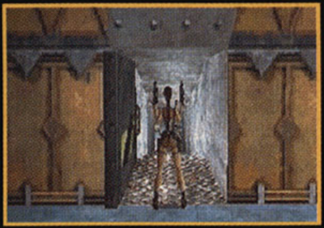


After you relieve the thug of duty, head to the left and stop at the gap in the railing. Look down and see the hole in the sloped floor. Angle yourself to the right and jump just above the hole. You land and slide into the hole. Pick up the Blue Pass Card.

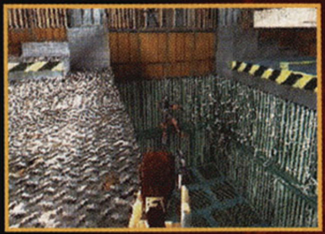


Return to the catwalk where you shot the thug and go right. Use the key to unlock the door at the end of the hall. The door opens to a passage. Go right, draw the shotgun, and be prepared for a couple of dogs. Kill the dogs quickly and stay away from the thug patrolling the hallway. Why? Because he's packing a flamethrower! Keep a good distance between you and the flame guy, change to the automatics, and keep blasting. If you get hit with the flame, you'll burn to death—unless there's a pool of water nearby.

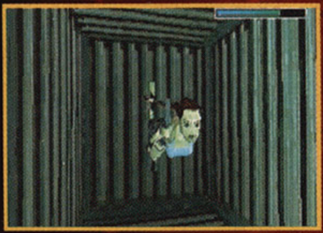
Watery Grave



Retrace your steps back to the door where you entered the room. Walk around to the left until you come across a door with a wheel on it. Spin the wheel to open the door. Run down the stairs. Have the shotgun ready when you reach the bottom because a thug attacks from the right.

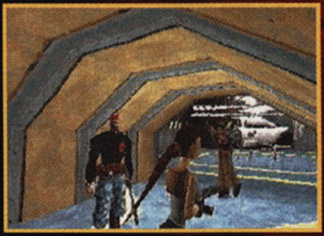


Once inside the room, move the crate to the left away from the wall, then dive into the pool. Swim down to the passage, get the frogman's attention, and bolt for the surface. Climb ashore and when the frogman surfaces, greet him warmly with your automatics.



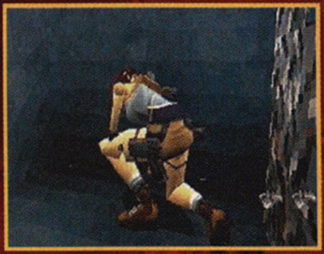
Dive into the pool and swim down the passage. When you reach the first switch, pull it, turn around, and swim to the now open gate. Swim down the open passage and pull the second lever. After pulling this lever, continue down the passage—don't backtrack. When you reach the closed gate, wait a moment—it will open. Return to the surface.

Whopping Chopper

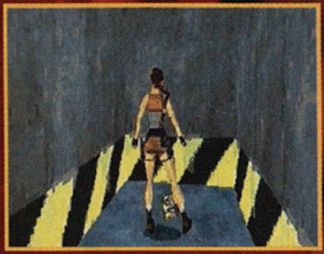


Return to the hallway where you shot the thug with the flamethrower. Look for the other door with a wheel on it. Turn the wheel, open the door, and walk up the stairs. Blast the oncoming guards as the chopper takes off.

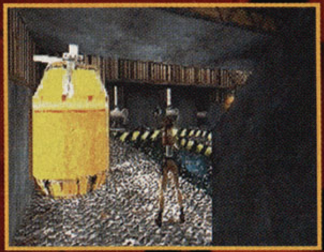
M-16 and Machine Chip



Walk to the end of the room and face the hallway of burners to the left. Press the button to the right to turn off the first burner. Run down the hall and fall through the trap door. Quickly gather the M-16 and ammo, and hastily leave the burner hallway.

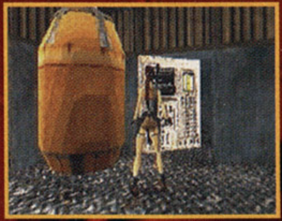


Face the burners, press the right switch, and then the left switch. Both burners are now out. Run to the end of the hallway, grab the Machine Chip, then run back before the burners re-ignite.



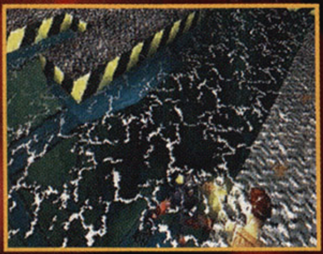
Return to the pool where you killed the frogman and put the Machine Chip in the slot by the crate you moved. When the door opens, run straight ahead, firing as you go to kill the thug down the hall. Run to the far left corner. Turn and blast the thug with the flamethrower on the other side of the pool.

Jade Dragon

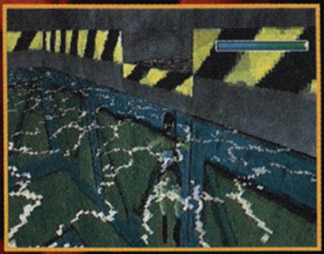


From where you're now standing, walk along the wall to the left past the second orange tank. Stand in front of the panel just past the tank. The panel opens. Inside is a small corridor with a switch. Press the switch, then dive into the pool and get the Jade Dragon statue at the bottom.

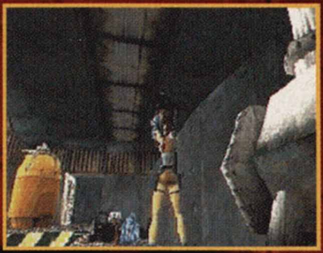
Thuggin' Me



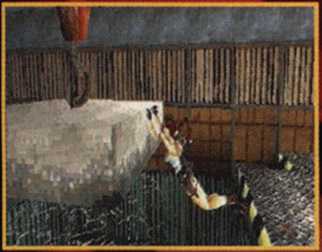
Jump back into the pool and swim down the long passage. When you hear the breathing of approaching frogmen, hightail it back to the surface and blow them away like before. Then dive back in the pool and swim down the passage. When you surface, climb up into the recess against the wall to the right.



Use the M-16 to kill the two thugs patrolling the room. Climb to the ledge that's above and behind you. Stand at the edge of the water, and draw your automatics: A frogman enters the area. Shoot him, then dive into the water and return to the other room.

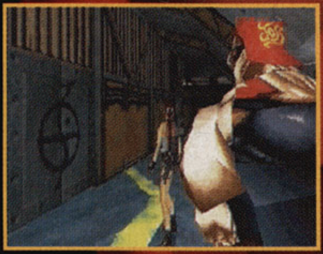


Have the M-16 ready and blow away the two thugs in the next room. Walk into the adjacent room and press the switch to move the cinder block over the pool of water.

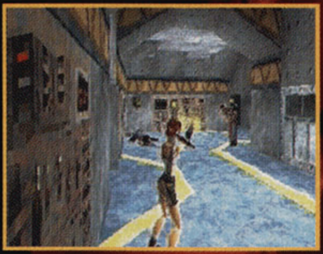


Jump onto the cinder block you just moved, and from there, jump to the other side of the pool. When you reach this side, forget about the Red Pass Card by the saw for now. Instead, climb over and behind the crates to the right and press the switch. You just opened the floor in the room where you saw the helicopter.

Second Machine Chip

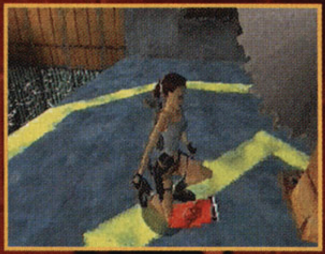


Have the M-16 ready for the trip to the chopper room—you'll run into assorted thugs along the way.

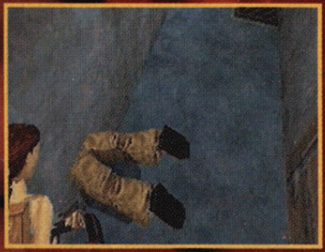


When you reach the helicopter room, jump down into the room below. Follow the corridor until you come to a hole. Ready the shotgun and jump into the hole. Blast the two thugs and collect the Machine Chip the thug drops.

Red Pass Card

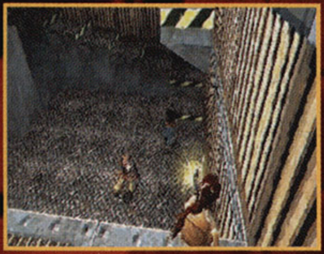


Return to the room with the saw. Insert the Machine Chip in the slot behind the saw to stop the saw from spinning. Pick up the Red Pass Card. Return to the chopper room and put the Red Pass Card in the slot.



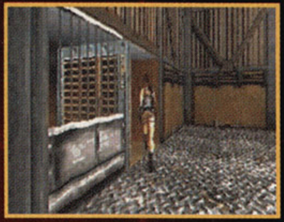
When the door opens, walk to the edge of the hole. Ready the M-16, jump down the hole into the passage, and shoot the thug. Go to the end of the passage and jump through the hole at the end. You're now in the chamber with the two thugs you killed from the recess. Walk across the room and down the passage.

Final Shootout



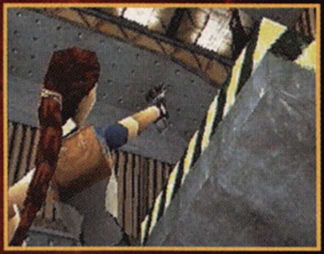
At the end of the passage, jump down the hole to the left and wade through the water. Keep the M-16 ready; when you enter the next room, two armed thugs are waiting. Take them out and head below.

Golden Dragon



When you reach the bottom of the stairs in the last room, don't walk to the body in the center of the room. Instead, go to the small room along the wall. The Golden Dragon statue is inside.

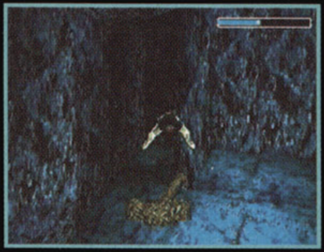
No Sub-Stitute



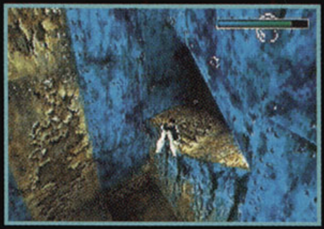
Walk to the man in the middle of the room and the end-level cinema will begin.

Mission 7: 40 Fathoms

Mission Walkthrough



At the start of the mission, turn completely around and swim toward the sunken ship. Use a flare to help you see, and follow the stone column pieces on the ocean floor. Swim to the bow of the ship, enter the hole next to the anchor, and swim to the top of the room inside.

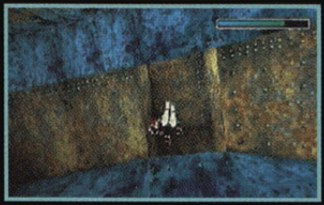


Catch your breath, but don't dawdle—sharks will be in hot pursuit. Let your air meter refill, then submerge.

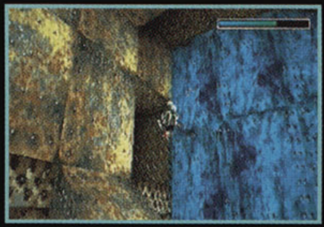
Swimming Route

Follow this route after you submerge:

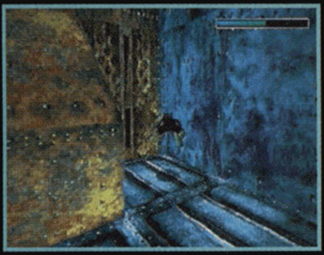
Swim through the hole that's to the right.



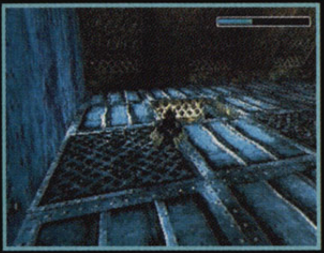
Swim to the right and into the next room.



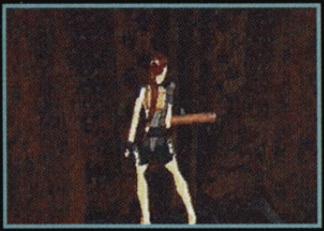
From this room, swim to the left.



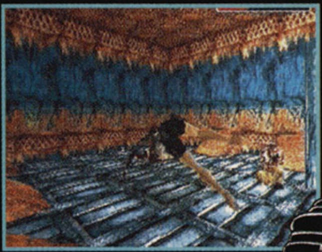
Swim to the left again. In this last room, stay to the left and swim to the switch in the far lower corner.



Pull the switch and a passageway opens in the floor. Swim through the passage, head left, and surface next to the single floating box. Refill your air meter, then dive again. Swim under the boxes, then surface. Climb up, hang a right, and pull the switch. The room drains.

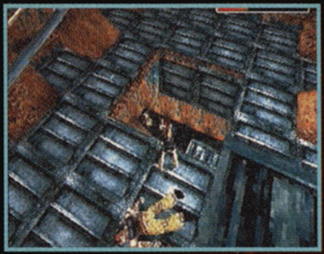


For the Hull of It

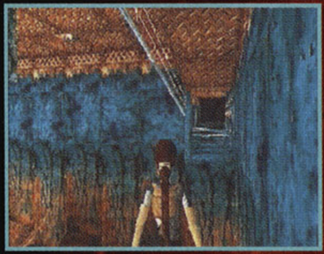


Jump to the top of the tall box below the hallway. Climb up, and walk down the hall to the room. Have a weapon ready because a thug awaits in the room below to the right.

Thugs Below

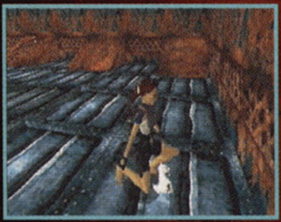


To open the trap door, jump over it. When it opens, stand at the edge and shoot the thugs in the room below. When it's clear, jump down on top of the tallest box.



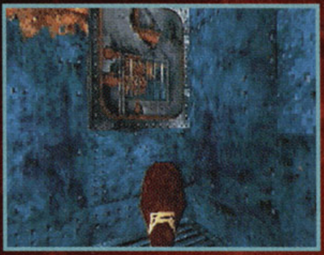
Climb to the top of the tall box under the catwalk and jump to the opening high on the wall.

Ivory Dragon

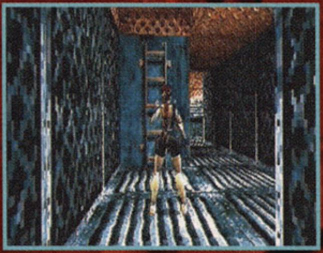


An Ivory Dragon statue is near the far wall. Hug the wall as you move toward it to avoid the trap door in the middle of the floor.

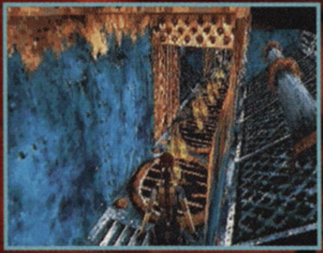
Name-Calling



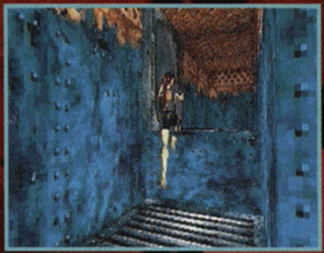
Walk to the end of the hall, turn left, and look at the sealed door. Make a mental note to call this door "A."



Turn around, go to the end of the hall, and turn right. Turn right again at the dark hallway. Light a flare and walk down the hall until you reach a ladder. Climb the ladder to the small room and pull the switch inside.

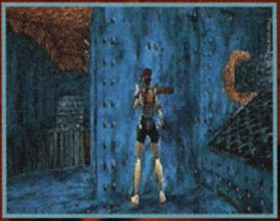


Return to the main hall and head right. Stop at the hall to the left. See the four burners? Look for the switch after the first two burners. Call this item "B."



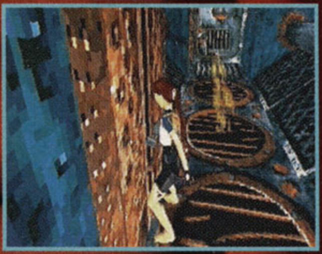
Proceed down the hallway and turn right. When you reach the ledge, climb it, and enter the room. Stand in front of the switch. Let's call this "C." Ready? You're gonna love this.

Jade Dragon

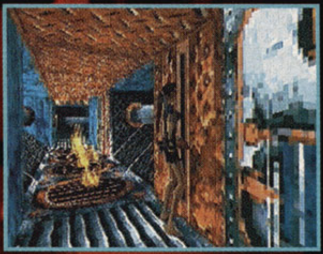


Climb the boxes to reach the high gap. At the end of the short hall, turn left, pull the switch on the wall, and run down the hall. Turn left at the end of the hall and jump through the open door (it's on a timer, so move fast). Once inside, dive in the water and swim into the open room. Inside the room is a Jade Dragon statue...along with some sharks and barracuda. Get moving.

Back-Burner Trick



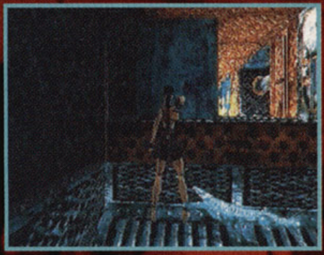
Here's the trick: When you throw the switch in front of you (C), the first two burners shut off. After they shut off, hightail it down the burner hallway and throw the other switch (B). Now run to the door (A), which is open, and enter it to pull the switch inside the room. Then run back to this switch (C) and pull again. Hightail it back to the burner corridor and you should just make it to the end before the flames re-ignite. Just remember the order: C, B, A, C.



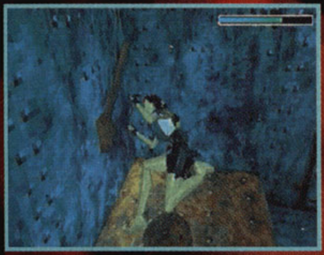
Yes, this is a bitch, and you'll probably die or blow it several times. However, it can be done.

When you successfully clear the burner hallway, pull the switch at the end to open the door... and save your game.

Not So Fast

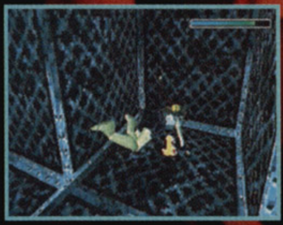


When the door opens, STOP! Don't jump in the water. Instead, arm the harpoon and wade in the water until the barracuda is within range. Kill the little sucker.



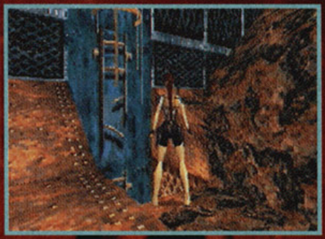
Dive below the water and swim up through three rooms. In the third room is a switch. Pull the switch, swim back down to the first room, and pull the switch that opens the escape hatch in the third room.

Gold Dragon

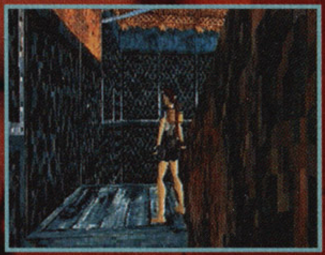


When you reach the second switch, you'll see a Gold Dragon statue. Don't get it yet. Instead, swim to the top, get some air, and save your game. Return to the statue and when you pick it up, barracuda enter the chamber. Hightail it back to the top and get the hell out of the water.

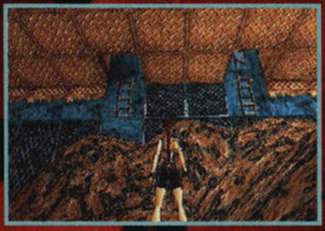
Lara on the Rocks



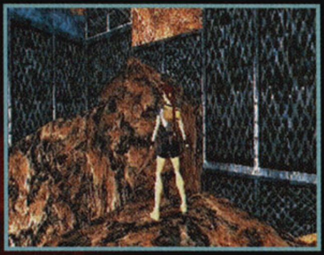
Once you're out of the water, walk to the end of the hall. Dangle and drop to the room below. Call this Room 1. Drop into the room below Room 1. We'll call this Room 2. Slide to the bottom of Room 2 and look for the hole high up on the wall. Go to the hole and move the crate under the hole.



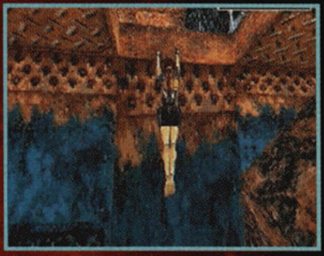
Stand on the crate and climb up to the room. Inside the room you'll find a switch. Pull it to start a rock slide. Climb back up to Room 1 and face the two newly revealed openings.



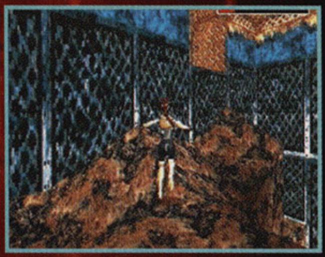
Climb up to the hole to the right. In the next room—call this Room 3—look for the opening against the wall to the right. Inside the opening is a switch. Pull it and a door opens. Jump back down into Room 2. Now jump up into the opening next to the one you just exited.



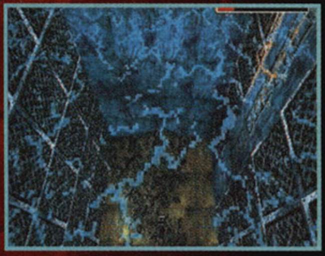
Call this Room 4. Enter it, then climb to the top of the rock mountain and into the hole in the ceiling. Let's make this Room 5. Inside this room is a switch. Pull it.



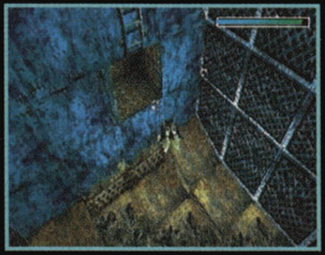
Backtrack



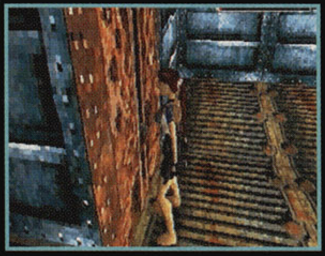
Return to Room 2 and jump in the hole in the wall. At the end of the hall, you'll discover that the room is now full of water.



Jump in the water and swim around the surface until you hear the approaching frogman. Get out of the water, draw your guns, and blast him when he surfaces. Just like shooting fish in a barrel.

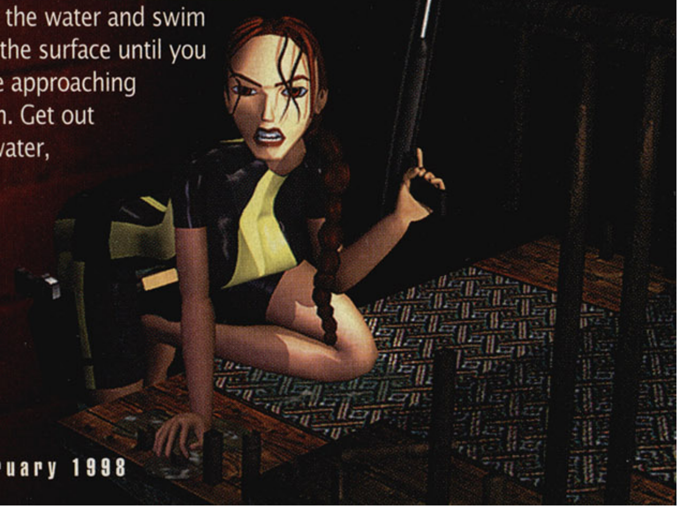


Jump back in the water and swim to the passage at the bottom. When you surface at the end of the passage, be ready with the shotgun. Two thugs are waiting. When both thugs are dead, collect the items in the room, pull the lever, and exit the level.



The Rest

Lara now has most of the arsenal she needs. The rest is up to you...



THE FIGHTER'S EDGE Double Whammy

THE FIGHTER'S EDGE

GAME-WINNING COMBOS AND STRATEGIES

This month, The Fighter's Edge lets you go head-to-head with two hot fighting titles—Street Fighter Alpha 2 Gold and Star Wars: Masters of Teräs Käsi!

STREET FIGHTER COLLECTION

STAR WARS MASTERS OF TERÄS KÄSI™

STREET FIGHTER ALPHA 2 GOLD

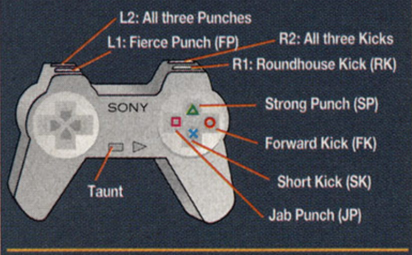
PlayStation Saturn

The best 2D fighting game on the planet gets its best Alpha title to date with Street Fighter Alpha 2 Gold from the Street Fighter Collection. We give you all the special moves and some hard-hitting combos for some of the best fighters.

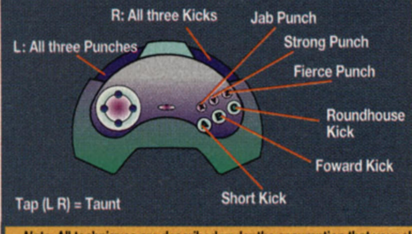
By Major Mike

Controller Legends

PlayStation



Saturn



Tap (L R) = Taunt

K = Any Kick button

P = Any Punch button

T = Taunt

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

Charge = Hold the direction or button indicated for the time indicated.

( ) = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

Basics

Custom Combos

To do a Custom Combo, tap (FP FK RK) or (SP FP RK). This starts the limited Shadow Combo. During this time, players can chain together any button or special moves to score a high-hitting combo. Your Super Bar must be at level one or higher to start a Custom Combo.

Taunts

To taunt an opponent, tap Select for the PlayStation version or tap (L R) for the Saturn version. Taunting an opponent leaves you open to an attack. Each character can taunt once per round. Dan, however, can taunt more than once and each taunt adds to his Super Bar. Dan can also taunt in the air. Some characters can damage an opponent with their taunts.

Super Moves

Each fighter has a Super Bar made up of three levels that can be carried over between rounds. You can increase your Super Bar by getting hit and by performing special moves and combos. When the Super Bar reaches a level, you can then perform a super move. The Super Bar maxes out at level three, and when it does, you can either perform a super move that uses part of the bar or one that uses the entire bar, depending on how many buttons you press.

New Moves

In Street Fighter Alpha 2 Gold, some Street Fighter Alpha 2 characters have new special moves.

Dhalsim's Hyper Yoga Flame

Note: Your Super Bar must be at level one to do this move.

Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← P

Sagat's Super Taunt

Note: Your Super Bar must be at level one to do this move.

Motion ↓ ↘ → Taunt

Hidden Characters

Street Fighter Alpha 2 Gold is filled with hidden characters from previous Street Fighter games. At the fighter-select screen, put the cursor over any of the characters listed below, then enter the button presses.

See the character profiles to play as additional hidden fighters.

Chun-Li (Street Fighter II): Press Start twice.

Chun-Li (Street Fighter Alpha): Press Start once.

Dhalsim (Street Fighter II): Press Start once.

Ken (Street Fighter II): Press Start once.

M. Bison (Street Fighter II Turbo): Press Start once.

Ryu (Street Fighter II): Press Start once.

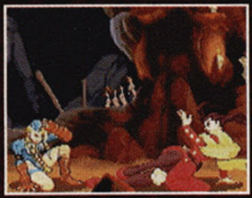
Sagat (Street Fighter II Turbo): Press Start once.

Zangief (Street Fighter II): Press Start once.

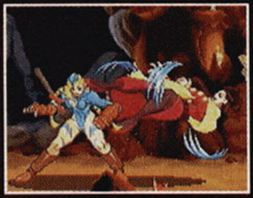
Alpha Counters

When an opponent comes in for an attack and your character starts their blocking animation, perform an Alpha Counter. These moves are best used to escape being trapped in the corner and against opponents who like to jump in. Using an Alpha Counter takes one level off your Super Bar.

An Alpha Counter in Action: Cammy vs. Rose



When an opponent comes in for an attack, wait until your fighter starts their blocking animation...

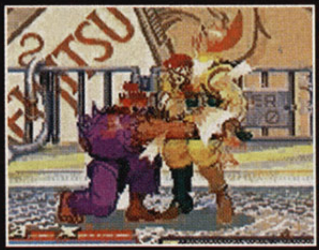


...then motion ← ↙ ↓ P for an Alpha Counter...and knock your opponent flat!

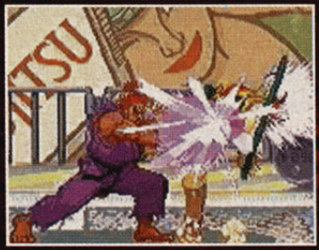
Two-in-One Combos

To perform a two-in-one combo, start a move with your character, then immediately begin the second move. If you time the combo correctly, you can execute both moves and, if your opponent doesn't block the first move, the second move will also connect.

How to Do a Two-in-One Combo



Hold ↓, tap SP. As soon as your character starts to perform the move, two-in-one immediately with the second move.



Motion ↘ → FP. Normally, to perform Akuma's Fireball, you motion ↓ ↘ → P. But since you were holding ↓ from the previous move, you only have to motion ↘ → FP to execute the two-in-one.

Evil Ryu

Special Moves

Fireball
Motion ↓ ↘ → P

Stun Fireball
Motion ← ↙ ↓ ↘ → P

Dragon Punch
Motion → ↓ ↘ P

Hurricane Kick
Motion ↓ ↙ ← K

Note: This move can be done in the air.

Fake Fireball
Motion ↓ ↘ → Taunt

Overhead Punch
Tap (→ SP)

Hop Kick
Tap (→ FK)

Teleport
Motion → ↓ ↘ (JP SP FP) or (SK FK RK), or motion ← ↓ ↙ (JP SP FP) or (SK FK RK)

Super Moves

Super Hurricane Kick
Motion ↓ ↙ ← ↓ ↙ ← K

Super Fireball
Motion ↓ ↘ → ↓ ↘ → P

Super Dragon Punch
Motion ↓ ↘ → ↓ ↘ → K

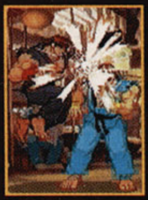
Death
Tap JP, JP, → SK, FP

Note: Your Super Bar must be at level three to do this move.

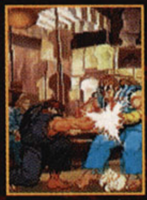
Deadly Combos

To play as Evil Ryu, at the fighter-select screen, put the cursor over Ryu and press Start twice.

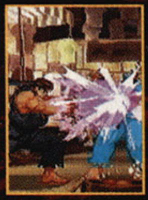
Four-Hit Jumper



Jump in deep, tap SP for two hits



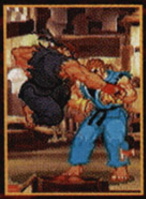
Hold ↓, tap SP, two-in-one



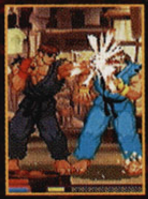
Motion ↘ → FP

Seventeen-Hit "You're Dead!"

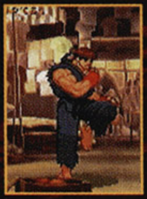
Note: Your Super Bar must be at level three to do this combo.



Jump in deep, tap FP



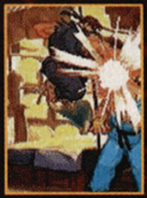
Tap JP, two-in-one



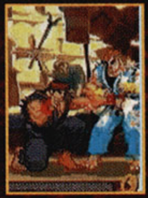
Tap JP, →, SK, FP for 15 hits

Eleven-Hit Corner Trap

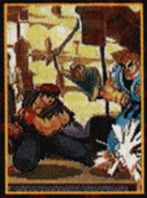
Note: Your Super Bar must be at level three and your opponent must be in the corner to do this combo.



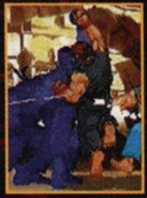
Jump in deep, tap FP



Hold ↓, tap JP



Hold ↓, tap SK, two-in-one



Motion ↘ → ↓ ↘ → (SK FK RK) for 8 hits

More Deadly Combos

Five-Hit Easy Jumper
Jump in deep, tap (→ SP) for two hits, two-in-one motion ↓ ↘ FP for three hits.

Five-Hit Fireball

Note: Your Super Bar must be at level one to do this combo.

Jump in deep, tap (↓ SP) for two hits, two-in-one, motion ↘ → ↓ ↘ → FP for three hits.

Four-Hit Kicker
Jump in deep, tap RK hold ↓, tap SK hold ↓, tap SK, two-in-one, motion ↙ ← RK

Deadly Akuma

To play as Deadly Akuma, highlight Akuma at the fighter-select screen and press Start five times.

Special Moves

Note: Deadly Akuma can inflict damage with his taunt.

Dragon Punch
Motion → ↓ ↘ P

Fireball
Motion ↓ ↘ → P

Stun Fireball
Motion ← ↙ ↓ ↘ → P

Air Fireball
While in the air, motion ↓ ↘ → P

Hurricane Kick
Motion ↓ ↙ ← K
Note: This move can be done in the air.

Diving Kick
At the peak of jumping in, tap (↓ FK)

Overhead Chop
Tap (→ SP)

Hop Kick
Tap (→ FK)

Ground Roll
Motion ↓ ↙ ← P

Somersault Slide
Motion ← ↙ ↓ ↘ → ↗ P

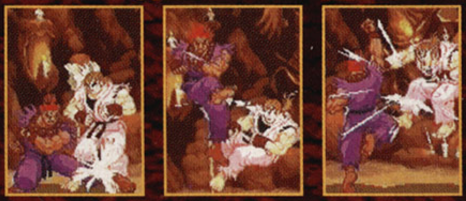
Air Punch
While in the air during the Somersault, tap P

Body Drop
While in the air during the Somersault, tap K

Back Breaker
When over an opponent during the Somersault, tap P

Pile Driver
When near an opponent during the Somersault, tap K

Four-Hit Juggle Fun



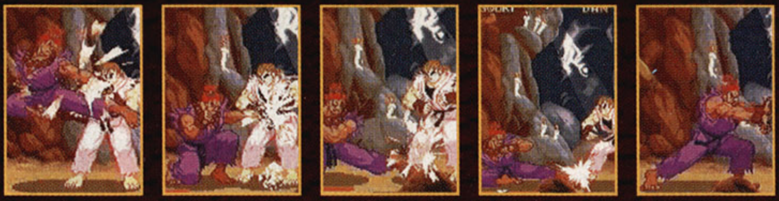
Hold ↓, tap SK, two-in-one

Motion ↙ ← SK

Motion → ↓ ↘ FP for two hits

Deadly Combos

Five-Hit Fireball



Jump in deep, tap FK

Hold ↓, tap JP

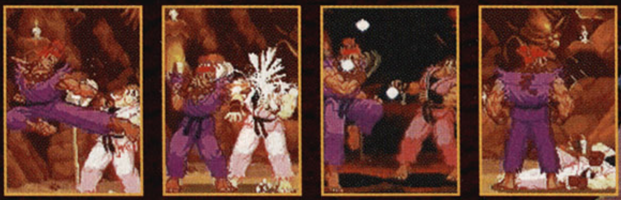
Hold ↓, tap SK

Hold ↓, tap FK, two-in-one

Motion ↘ → FP

Seventeen-Hit "You're Dead!"

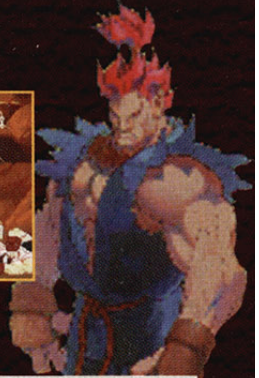
Note: Your Super Bar must be at level three to do this combo.



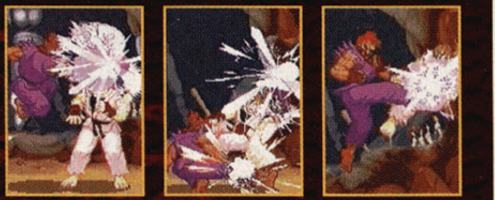
Jump in deep, tap RK

Tap JP, two-in-one

Tap JP, →, SK, FP for 15 hits



Five-Hit Air Fireball



Jump in, motion ↓ ↘ → JP for two hits

Hold ↓, tap RK, two-in-one

Motion ↙ ← RK for two hits

Another Deadly Combo

Ten-Hit Dragon Fury

Note: Your Super Bar must be at level three.

Jump in deep, tap FP, hold ↓, tap FK, two-in-one, motion ↘ → ↓ ↘ → (JP SP FP) for eight hits.

Super Moves

Super Dragon Punch
Motion ↓ ↘ → ↓ ↘ → P

Super Fireball
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← P

Super Air Fireball
While in the air, motion ↓ ↘ → ↓ ↘ → P

Death
Tap JP, JP, →, SK, FP
Note: Your Super Bar must be at level three to do this move.

Ken

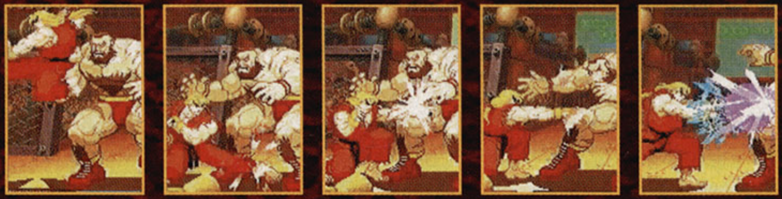
Super Moves

Super Dragon Punch
Motion ↓ ↘ → ↓ ↘ → P

Vacuum Dragon Punch
Motion ↓ ↘ → ↓ ↘ →

Deadly Combo

Five-Hit Fireball



Cross up, tap FK

Hold ↓, tap SK

Hold ↓, tap JP

Hold ↓, tap SP, two-in-one

Motion ↘ → FP

More Deadly Combos

Four-Hit Jump-In

Jump in deep, tap RK, hold ↓, tap SK, hold ↓, tap FK, two-in-one motion ↘ → FP.

Four-Hit Fireball Finish

Jump in deep, tap FP, hold ↓, tap JP, hold ↓, tap FP, two-in-one, motion ↘ → FP.

Five-Hit Even-Dan-Could-Do-It

Note: Your Super Bar must be at level one to do this combo.

Jump in deep, tap SK, hold ↓, tap RK, two-in-one, motion ↘ → ↓ ↘ → RK for three hits.

Eleven-Hit Super Cross-Up

Note: Your Super Bar must be at level three to do this combo.

Cross-up, tap FK, hold ↓, tap JP, hold ↓, tap SK, two-in-one, motion ↘ → ↓ ↘ → (SK FK RK) for eight hits.

Special Moves

Fireball
Motion ↓ ↘ → P

Dragon Punch
Motion → ↓ ↘ P

Alpha Counter
Motion ← ↙ ↓ P or K

Hurricane Kick
Motion ↓ ↙ ← K
Note: This move can be done in the air.

Ground Roll
Motion ↓ ↙ ← P

Axe Kick
Tap (→ FK)

Chun-Li

Special Moves

Note: Chun-Li can inflict damage with her taunt.

Fireball
Motion ← ↙ ↓ ↘ → P

Thousand Kicks
Tap K repeatedly

Flip Kick
Tap (↘ RK)

Overhead Kick
Motion → ↘ ↓ ↙ ← K

Spin Kick
Charge ↓ two seconds, tap (↑ K)

Heel Kick
While in the air, tap (↓ FK)

Alpha Counters
Motion ← ↙ ↓ P or K

Super Moves

Super Fireball
Motion ↓ ↘ → ↓ ↘ → P

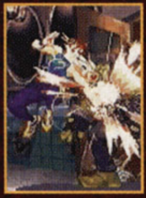
Super Thousand Kicks
Charge ← two seconds, tap →, ←, (→ K)

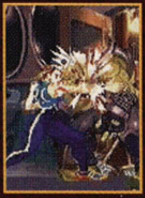
Super Spin Kick
Charge ↙ two seconds, tap ↘, ↙, (↑ K)

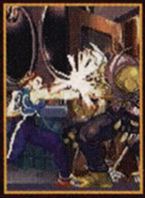
Deadly Combos

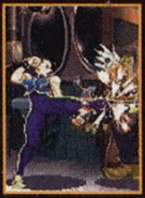
Eleven-Hit THB Corner Trap

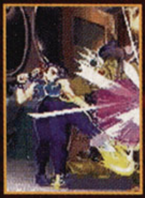
Note: Your Super Bar must be at level three and your opponent must be in the corner to do this combo.

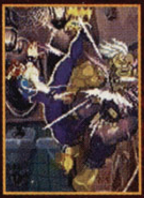

Jump in deep, tap FP


Tap JP, charge ←


Tap JP


Tap SK, two-in-one


Tap →, ←, (→ SK) for five hits, charge ↓, two-in-one


Tap (↑ RK) for two hits

More Deadly Combos

Ten-Hit Night of a Thousand Kicks

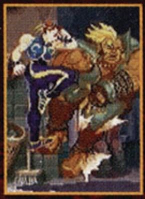
Note: Your Super Bar must be at level one to do this combo.

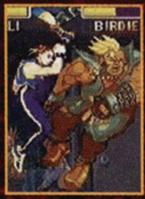
Jump in deep, tap RK, charge ↙, tap, SK, tap SP, two-in-one, tap →, ←, →, SK for five hits, charge ↓, tap (↑ RK) for two hits.

Four-Hit Simple Jump-In

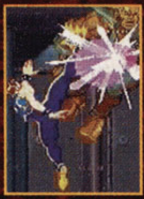
Jump in deep, tap RK, tap JP, tap JP, tap SK

Three-Hit Juggle


Jump in, tap (↓FK), charge ↓



Tap RK, two-in-one

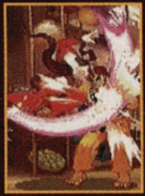

Tap (↑ RK)

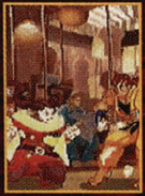
Rose

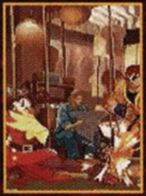
Deadly Combos

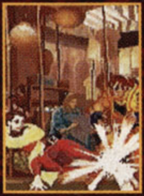
Seven-Hit Air Up There

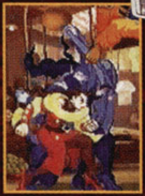
Note: Your Super Bar must be at level three to do this combo.


Jump in deep, tap FP

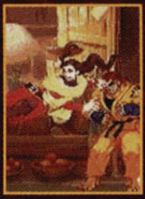

Hold ↓, tap JP

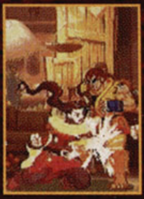

Hold ↓, tap SK

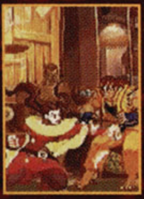

Hold ↓, tap FK, two-in-one

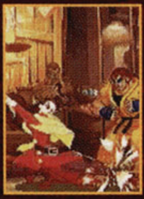

Motion ↘ → ↓ ↘ → (JP SP FP) for three hits

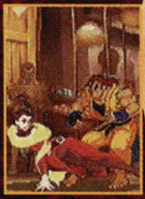
Six-Hit Low Blows

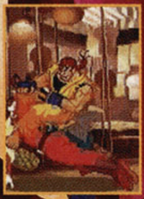

Cross-up, tap FK


Hold ↓, tap JP

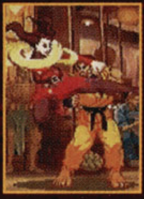

Hold ↓, tap JP

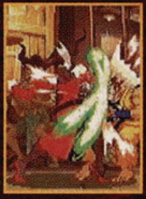

Hold ↓, tap SK

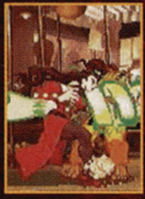

Hold ↓, tap FK


Hold ↓, tap RK

Five-Hit Soul Spiral


Jump in deep, tap RK


Hold ↓, tap FP, two-in-one


Motion ↘ → K for two hits

Another Deadly Combo

Five-Hit Kicker

Jump in deep, tap RK, hold ↓, tap JP, hold ↓, tap JP, hold ↓, tap JP, hold ↓, tap RK.

Special Moves

Soul Spiral
Motion ↓ ↘ → K

Soul Catch
Motion → ↓ ↘ P

Soul Slide
Tap (↘ FK)

Soul Absorb
Motion ↓ ↙ ← JP

Horizontal Reflect
Motion ↓ ↙ ← SP

Diagonal Reflect
Motion ↓ ↙ ← FP

Soul Spark
Motion ← ↙ ↓ ↘ → P

Alpha Counter
Motion ← ↙ ↓ P or K

Super Moves

Aura Soul Catch
Motion ↓ ↘ → ↓ ↘ → P

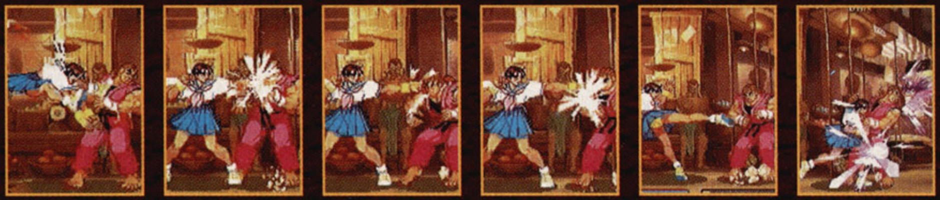
Aura Soul Spark
Motion ↓ ↙ ← ↓ ↙ ← P

Soul Illusion
Motion ↓ ↘ → ↓ ↘ → K

Special Sakura

Deadly Combos

Eleven-Hit Jabber



Jump in deep, tap FP

Tap JP

Tap JP

Tap JP

Hold →, tap SK, two-in-one

Motion ↓ ↘ FP for six hits

To play as Special Sakura, put the cursor over Sakura at the fighter-select screen and press Start five times.

Special Moves

Note: Sakura can inflict damage with her taunt.

Fireball
Motion ↓ ↘ → P

Overhead Kick
Tap (→ FK)

Running Dragon Punch
Motion → ↓ ↘ P

Hurricane Kick
Motion ↓ ↙ ← K

Big Fireball
Motion ↓ ↘ → P, rapidly tap P

Smasher
Motion → ↓ ↘ K, tap P

Alpha Counter
Motion ← ↙ ↓ P or K

More Deadly Combos

Eight-Hit Fierce

Jump in deep, tap FP, hold →, tap FP, two-in-one, motion ↓ ↘ FP for five hits.

Nine-Hit Basic Uppercut

Jump in deep, tap RK, tap JP, hold →, tap JP, two-in-one, motion ↓ ↘ FP for six hits.

Super Moves

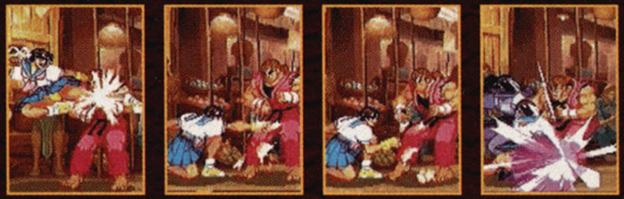
Super Fireball
Motion ↓ ↘ → ↓ ↘ → P

Super Dragon Punch
Motion ↓ ↘ → ↓ ↘ → K

Spinning Ground Kick
Motion ↓ ↙ ← ↓ ↙ ← K

Seven-Hit Spinner

Note: Your Super Bar must be at level one to do this combo.



Jump in deep, tap SK

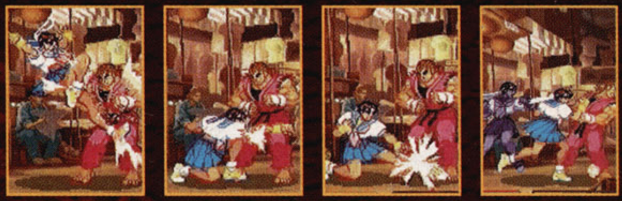
Hold ↓, tap JP

Hold ↓, tap JP, two-in-one

Motion ↙ ← ↓ ↙ ← SK for five hits

Seven-Hit THB Dragon

Note: Your Super Bar must be at level one to do this combo.



Jump in deep, tap RK

Hold ↓, tap JP

Hold ↓, tap SK, two-in-one

Motion ↘ → ↓ ↘ → SK for four hits

Cammy

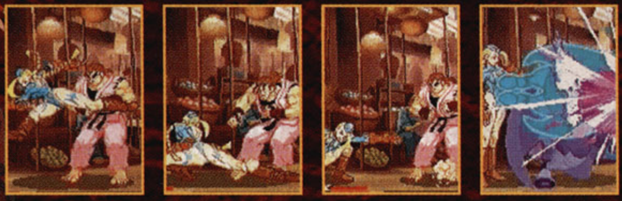
To play as Cammy in Street Fighter Alpha 2 Gold: Finish the game in Arcade Mode as M. Bison. You must also get the highest score. Enter the initials CAM at the high-score screen and save the data. Load the saved data, and at the fighter-select screen, put the cursor over M. Bison and press Start twice. Now you can play as Cammy from X-Men vs. Street Fighter. However, you can only play as Cammy in the Versus and Training Modes.

Note: This trick to play as Cammy worked in the Japanese version and may be changed for the American version.

Deadly Combos

Eight-Hit THB Special

Note: Your Super Bar must be at level three to do this combo.



Jump in deep, tap RK

Charge ↙, tap SK

Tap SP, two-in-one

Tap →, ←, → (JP SP FP) for five hits

Special Moves

Cannon Drill
Motion ↓ ↘ → K

Cannon Spike
Motion → ↓ ↘ K

Spinning Knuckle
Motion → ↘ ↓ ↙ ← P

Somersault
Motion ← ↙ ↓ ↘ → ↗ P

Alpha Counter
Motion ← ↙ ↓ K or P

More Deadly Combos

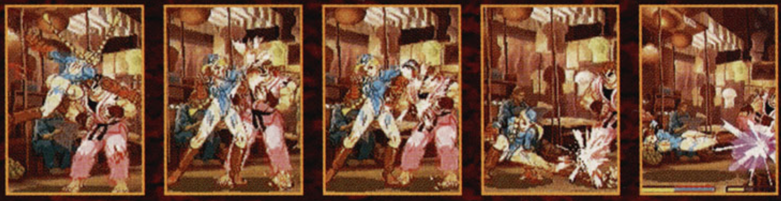
Three-Hit Quick Spike

Jump in deep, tap FK, tap (→ SP), two-in-one, motion ↓ ↘ RK

Eleven-Hit Super Drill

Jump in deep, tap FK, hold ↓, tap SP, two-in-one, motion ↘ ↓ ↘ → (SK FK RK) for nine hits.

Five-Hit Drill



Jump in deep, tap FP

Tap JP

Tap JP

Tap (↓ SK), two-in-one

Motion ↘ → SK

Super Moves

Spin Drive Smasher
Motion ↓ ↘ → ↓ ↘ → K

Bison Help
Charge ← two seconds, tap →, ←, (→ P)

Guy

Special Moves

Elbow Drop
While in the air, tap (↓ SP)

Elbow Slam
Motion ↓ ↙ ← P

Bushido Run
Motion ↓ ↘ → SK

Bushido Slide
Motion ↓ ↘ → FK, tap FK

Bushido Jump Kick
Motion ↓ ↘ → RK, tap RK

Spinning Kick
Motion ↓ ↙ ← K

Elbow Smash
Tap (→ SP)

Bushido Leap
Motion ↓ ↘ → P

Note: Tap P any time during the Leap to do the Elbow Drop, or tap P when directly over an opponent to throw them.

Alpha Counter
Motion ← ↙ ↓ P or K

Super Moves

Bushido Jump
Motion ↓ ↘ → ↓ ↘ → P

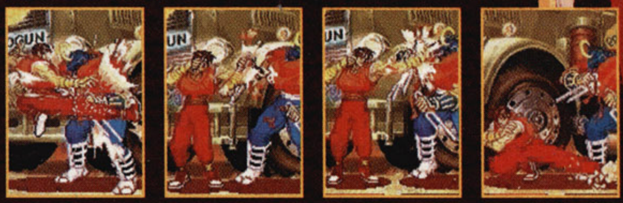
Bushido Rage
Motion ↓ ↘ → ↓ ↘ → K

Bushido Fury
Motion → ↘ ↓ ↙ ← → ↘ ↓ ↙ ← P

Note: Your Super Bar must be at level three to do this move.

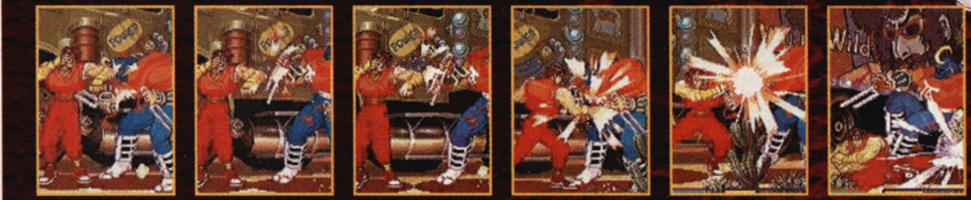
Deadly Combos

Four-Hit Basic



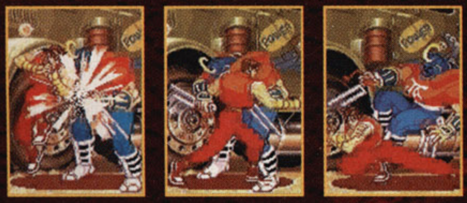
Jump in deep, tap RK
Tap JP
Tap JP
Hold ↓, tap RK

Six-Hit Punch-Out



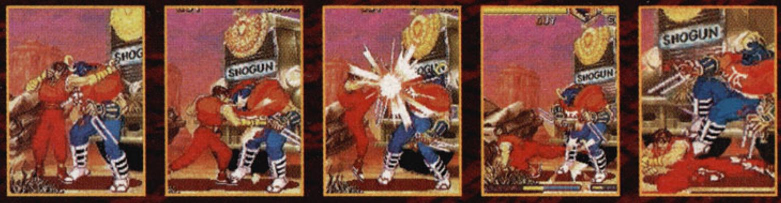
Tap JP
Tap JP
Tap JP
Tap SP
Hold ↓, tap FP, two-in-one
Motion ↘ → FK, tap FK

Three-Hit Elbow



Jump in deep, tap (↓ SP)
Tap SP
Hold ↓, tap RK

Five-Hit Punching Slide



Tap JP
Tap SP
Tap RK
Hold ↓, tap FK, two-in-one
Motion ↘ → FK, tap FK

Rolento

Special Moves

Note: Rolento can inflict damage with his taunt.

Baton Spin
Motion ↓ ↘ → P

Note: This move can be chained up to three times.

Dagger Throw
Motion → ↓ ↘ K, tap P or K to throw the dagger

Quick Hop
Tap ↓, ↑

Reverse Roll
Motion ↓ ↙ ← P

Note: Tap P during the Roll to attack.

Baton Pogo
While in the air, hold ↓, tap FK

Note: Tap FK repeatedly when you land to keep hopping.

Hop Attack
Tap (JP SP FP)

Note: Tap P when you land for a rolling attack.

Wall Lunge
Motion ↓ ↙ ← K

Alpha Counter
Motion ← ↙ ↓ P or K

Super Moves

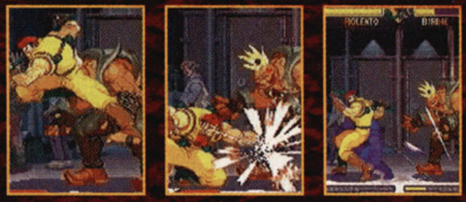
Hanging Man
Motion ↓ ↘ → ↓ ↘ → K

Fire Raid
Motion ↓ ↙ ← ↓ ↙ ← P

Deadly Combos

Five-Hit Hanging Man

Note: Your Super Bar must be at level three to do this combo.



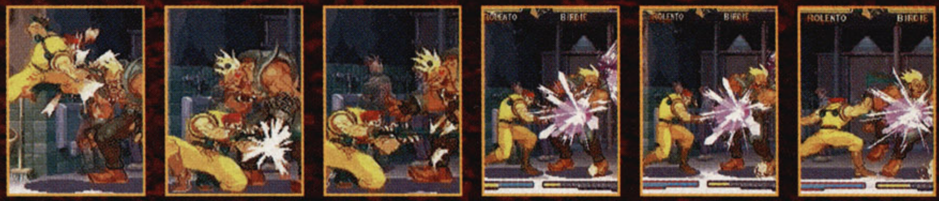
Jump in deep, tap RK
Hold ↓, tap SP for three hits, two-in-one
Motion ↘ → ↓ ↘ → (SK FK RK)

Another Deadly Combo

Fifteen-Hit Baton Hell

Jump in deep, tap SP for two hits, hold ↓, tap SP for three hits, two-in-one, motion ↘ → FP for four hits, motion ↓ ↘ → FP for four hits, motion ↓ ↘ → FP for two hits.

Thirteen-Hit Cross-Up Baton Nightmare



Cross-up, tap FK
Hold ↓, tap JP
Hold ↓, tap JP, two-in-one
Motion ↘ → FP for four hits
Motion ↓ ↘ → FP for four hits
Motion ↓ ↘ → FP for two hits

STAR WARS MASTERS OF TERÄS KÄSI™

THE FIGHTER'S EDGE

Double Whammy

When it comes down to you, Darth, and the fate of the galaxy, you'd better be prepared with some awesome combos and spectacular super moves. Check out these Jedi combos and Force Power specials for each of the eight characters.

PlayStation

By Scary Skywalker

Basic instincts

THROWS

ARDEN LYN
BOBA FETT

Each character has several throws—two with a weapon and two without. Most throws are the same, regardless of your weapon status. For example, two basic throws for all characters is to move in close and tap (LK RP) or (LP RK).

WEAPONS

DARTH VADER
LUKE SKYWALKER

Almost everyone's Jedi combo is performed with their weapon drawn, except for Han and Boba Fett. Thok and Arden Lyn always have their weapons drawn.

Hand-to-Hand Moves

These special moves don't require your weapon to be drawn.

Melee Weapon Moves

These special moves require your weapon to be drawn.

FORCE POWER MOVES

STORMTROOPER
HITS: 6
DAMAGE: 21
TOTAL: 118
XXXXXX
JEDI MASTER!!
STORMTROOPER

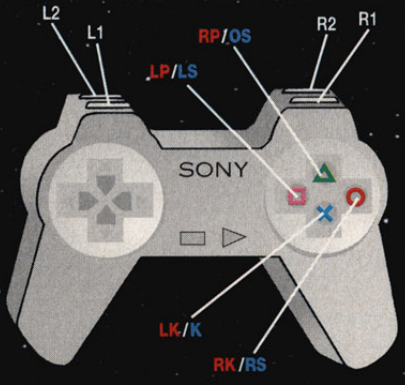
To maximize your Force Power move, the Force Bar must be full. Some Force Power moves may work with partially filled bars, but the effect is much less powerful. A fully charged Force Power move should hit as many times as a Jedi combo (at least six hits).

DEFENSE

ARDEN LYN
BOBA FETT

Every combo is blockable, but many hit high and low, so you can still sneak in a couple of hits on most defensive players. Most Force Power special moves lose their effectiveness from long range, and most can be stopped at the onset of the move.

Controller Legend



Hand-to-Hand Mode
(Without Weapon)

△ = Right Punch **(RP)**
□ = Left Punch **(LP)**
○ = Right Kick **(RK)**
× = Left Kick **(LK)**

Melee Weapon Mode
(With Weapon)

△ = Overhead Strike **(OS)**
□ = Left Side Strike **(LS)**
○ = Right Side Strike **(RS)**
× = Kick **(K)**

General Moves

L1 = Sidestep into the foreground
L2 = Sidestep into the background
R1 = Turn right
R2 = Draw and holster weapon
★ = Designates a move that requires at least one Force Bar
★★ = Designates a move that requires at least two Force Bars

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the buttons and directions indicated in sequence.
( ) = Execute commands in parentheses simultaneously.

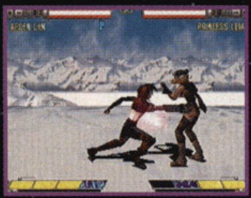
Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← directions.

ARDEN LYN

WEAPON: ANCIENT DROID ARM

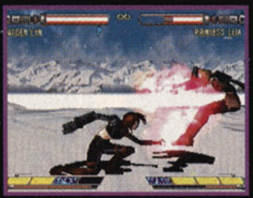
SPECIAL MOVES

High-Power Punch*



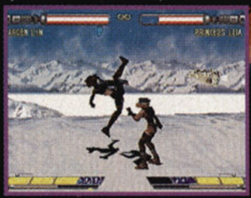
Motion ← ↙ ↓ ↘ → OS

Low-Power Punch*



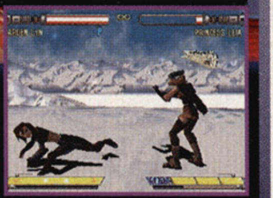
Motion ← ↙ ↓ ↘ →
(LS OS)

Axe-Kick Special



Motion → ↓ ↘ → RS

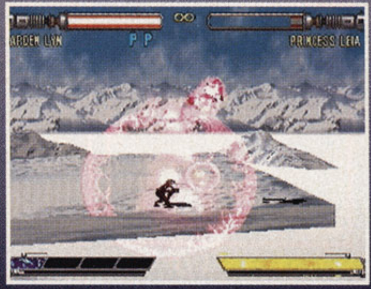
Double Spin-Kick



Tap ↙, K

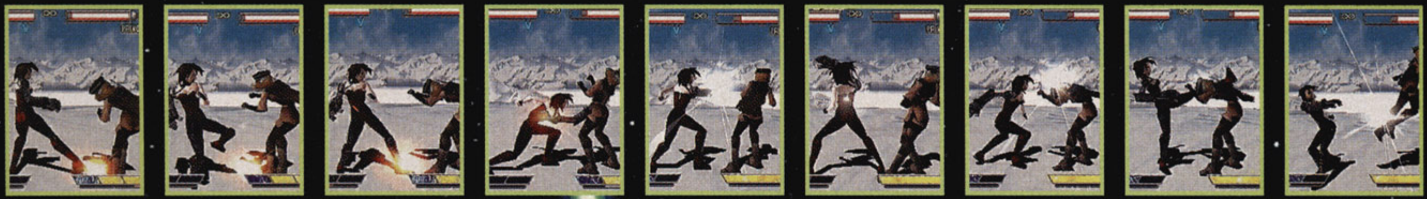
FORCE POWER MOVE

Sonic Shockwave



Hold ↓, tap ←, OS

ARDEN'S JEDI COMBO Ten-Hit Combo



Tap →, →, RS

Tap OS

Tap LS

Tap OS

Tap OS

Tap LS

Tap LS

Tap RS

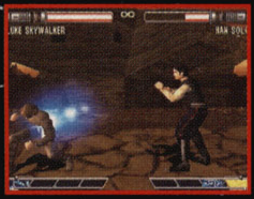
Tap RS, K

LUKE SKYWALKER

WEAPON: LIGHTSABER

HAND-TO-HAND MOVES

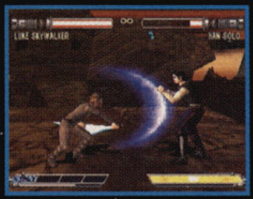
Jedi Heal*



Motion ↓ ↘ → (LP RP)

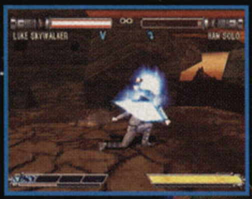
MELEE WEAPON MOVES

Reverse Projectiles*



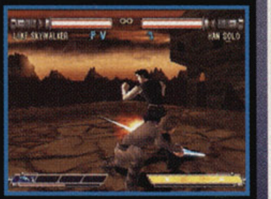
Tap (LS OS)

Super Saber Sweep*



Tap →, →,
motion ↓ ↘ → LS

Saber Slash

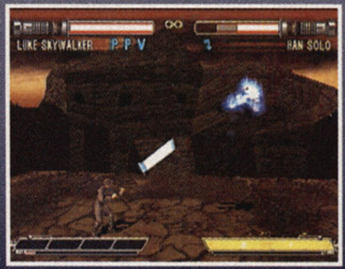


Tap ↓, ↓, LS

FORCE POWER MOVE

Note: Your weapon must be drawn to do this move.

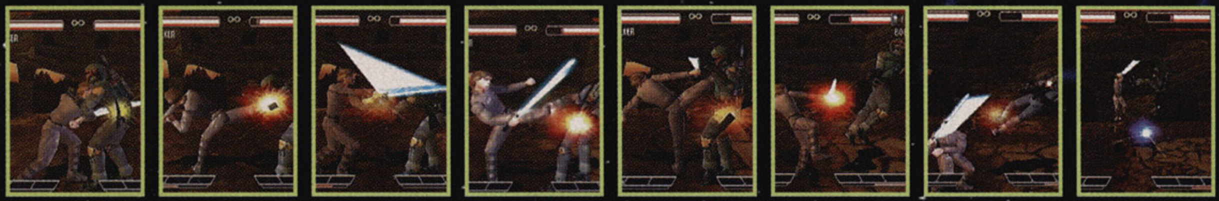
Saber Throw



Motion ← ↙ ↓ ↘ → OS

LUKE'S JEDI COMBO Eight-Hit Melee Weapon Combo

Note: Your weapon must be drawn to do this combo.



Tap RS

Tap LS

Tap K

Tap LS

Tap OS

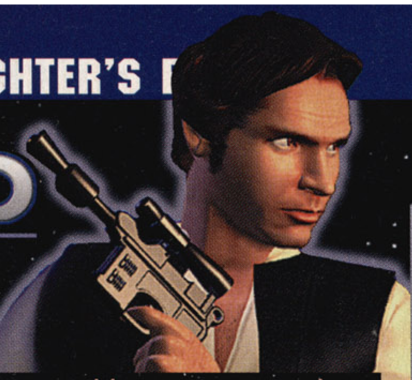
Tap K

Tap K

Tap RS

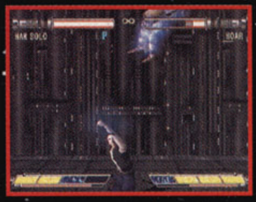
HAN SOLO

WEAPON: BLASTER PISTOL



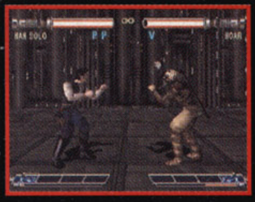
HAND-TO-HAND MOVES

Advanced Roll Uppercut*



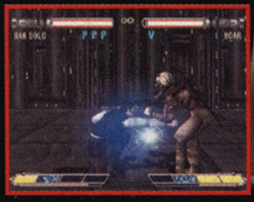
Motion ←→↘↓ LP

Thermal Detonator Defense*



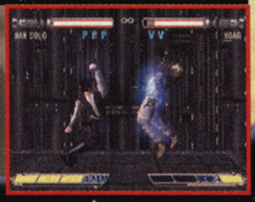
Tap ←, ←, →, RP

One-Two Uppercut**



Tap ↓, ↓, LP, RP, →, RP

Jump Uppercut*

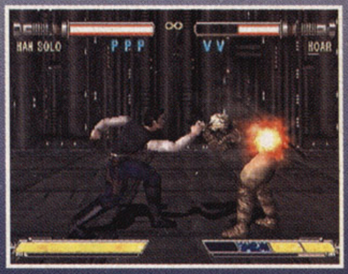


Tap →, →, motion ↓↘→ LP

FORCE POWER MOVE

Note: Your weapon must be drawn to do this move.

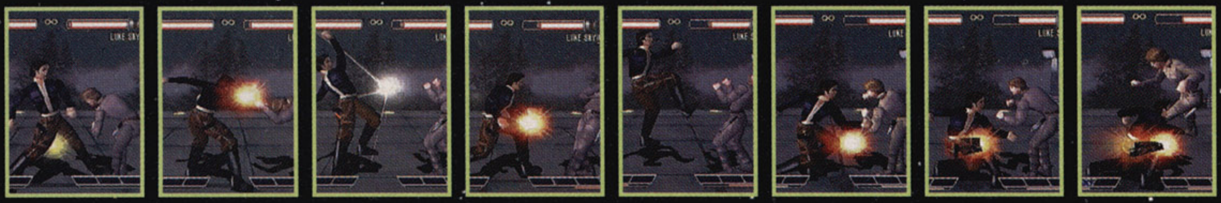
Master Blaster



Motion ↓↘→↓↘→ OS, tap OS, OS

HAN'S JEDI COMBO **Eight-Hit Hand-to-Hand Combo**

Note: Your weapon must be holstered to do this combo.



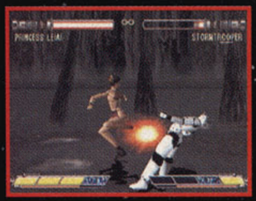
Tap LK · Tap RP · Tap LP · Tap RP · Tap LP · Tap LK · Tap LP · Tap RP

LEIA ORGANA

WEAPON: BATTLE STAFF

HAND-TO-HAND MOVE

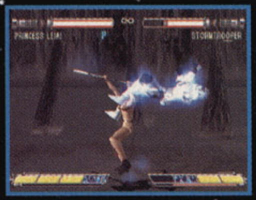
Gazelle Kick



Tap ←, →, LK

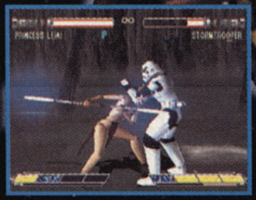
MELEE WEAPON MOVES

Staff Uppercut Super*



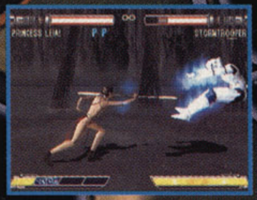
Tap →, →, motion ↓↘→ RS

Staff Thrust Super*



Tap ←, →, →, RS

Staff Forearm Super*

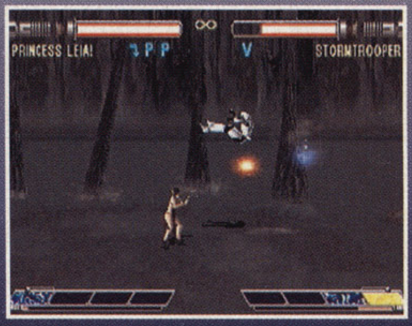


Tap ←, →, →, LS

FORCE POWER MOVE

Note: Your weapon must be drawn to do this move.

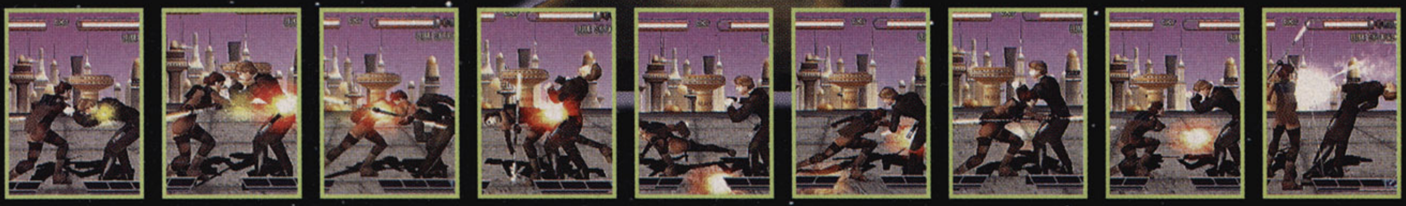
Seeker



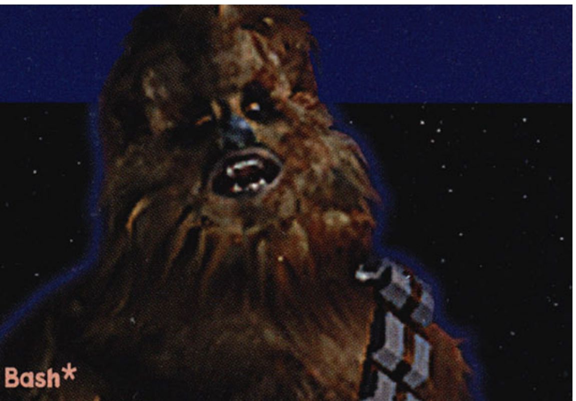
Tap →, ←, →, OS

LEIA'S JEDI COMBO **Nine-Hit Melee Weapon Combo**

Note: Your weapon must be drawn to do this combo.



Tap RS · Tap LS · Tap K · Tap K · Tap RS · Tap LS · Tap RS · Tap OS · Tap LS

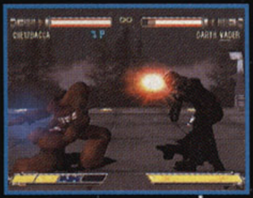


CHEWBACCA

WEAPON: BOWCASTER

MELEE WEAPON MOVE

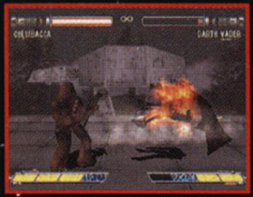
Super Blast*



Motion ↓ ↘ → (LS OS)

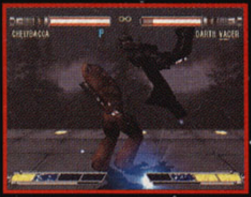
HAND-TO-HAND MOVES

Two-Fist Super*



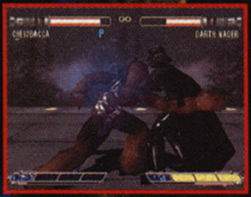
Tap ↓, ↓, (LP RP)

One-Two Chew Super*



Tap ←, →, →, RP, RP

Chewie Bash*

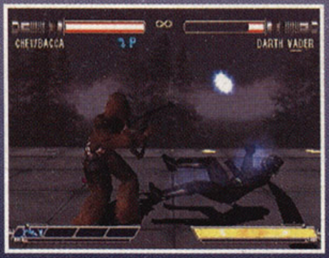


Tap LP, RP, ↓, RP

FORCE POWER MOVE

Note: Your weapon must be drawn to do this move.

Scatter Shot



Tap ↓, ↓, OS

CHEWIE'S JEDI COMBO **Six-Hit Melee Weapon Combo**

Note: Your weapon must be drawn to do this combo.

Tap →, →, (LS OS)

Tap OS

Tap LS

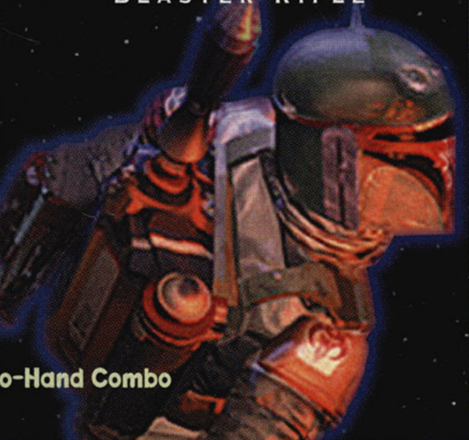
Tap OS

Tap LS

Tap OS

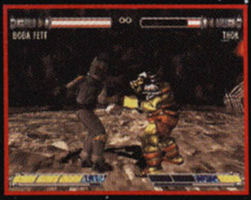
BOBA FETT

WEAPON: BLASTER RIFLE



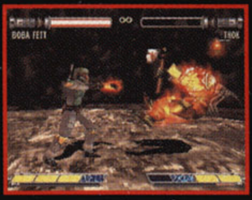
HAND-TO-HAND MOVES

One-Two Backhand



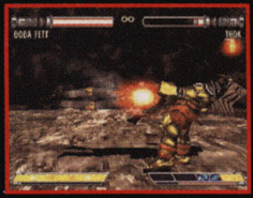
Tap LP, RP, RP

Wrist Rocket*



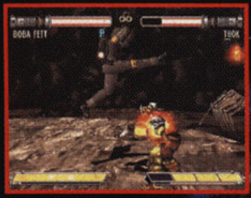
Motion ← ↙ ↓ ↘ → LP

Flying Torpedo



Motion ↓ ↘ → (LP RP)

Jet Jump Kick

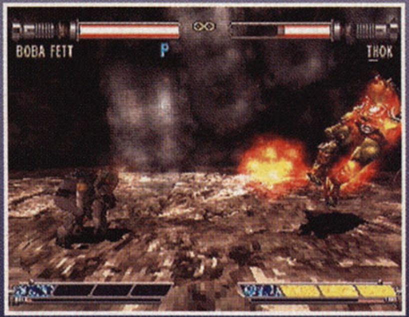


Tap →, →, RK

FORCE POWER MOVE

Note: Your weapon must be holstered to do this combo.

Ultimate Rocket



Motion → ↘ ↓ ↙ ← LP

BOBA'S JEDI COMBO **Nine-Hit Hand-to-Hand Combo**

Note: Your weapon must be holstered to do this combo.

Tap RP

Tap LK

Tap LP

Tap LP

Tap RP

Tap RP

Tap LP

Tap RP

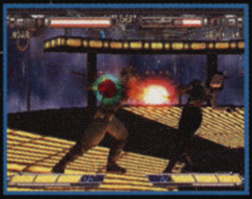
Tap RP

HOAR

WEAPON: GADERFFI "GAFFI" STICK

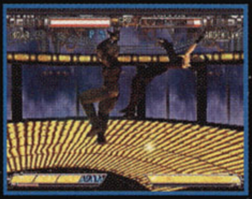
MELEE WEAPON MOVES

Low Staff Super*



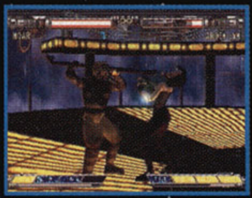
Tap LS, RS, ↓, ↓, LS

Staff Spin Super*



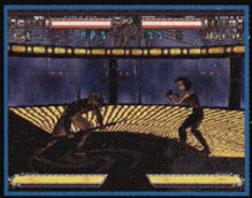
Motion ↓ ↙ ← RS

Downswing Super**



Tap →, →, →, OS

Smoke**

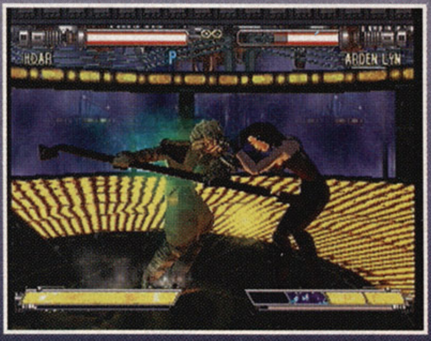


Motion ← ↙ ↓ ↘ → RS

FORCE POWER MOVE

Note: Your weapon must be drawn to do this move.

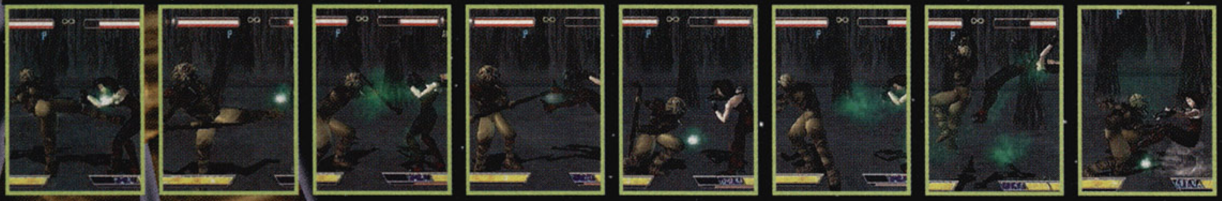
Staff Destructor



Motion ↓ ↙ ← LS, tap OS, RS, K, LS, OS, RS, K

HOAR'S JEDI COMBO Eight-Hit Melee Weapon Combo

Note: Your weapon must be drawn to do this combo.



Tap RS

Tap K

Tap K

Tap RS

Tap OS

Tap K

Tap OS

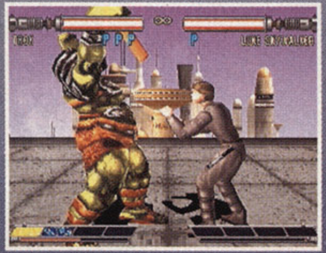
Tap RS, RS, RS, RS

THOK

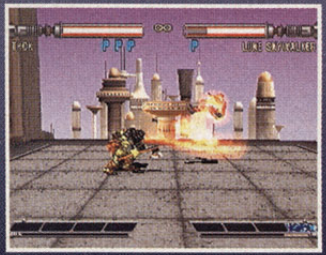
WEAPON: AXE

FORCE POWER MOVE

Grow and Flamethrow



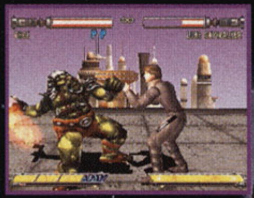
Tap ↓,↓,↓, OS, (pause)



Tap ↓, ↓, ↓, OS

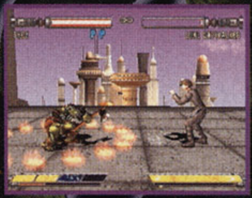
SPECIAL MOVES

Napalm Axe*



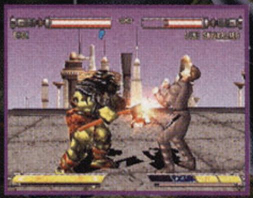
Tap ↓, (OS RS), OS

Butt Drop*



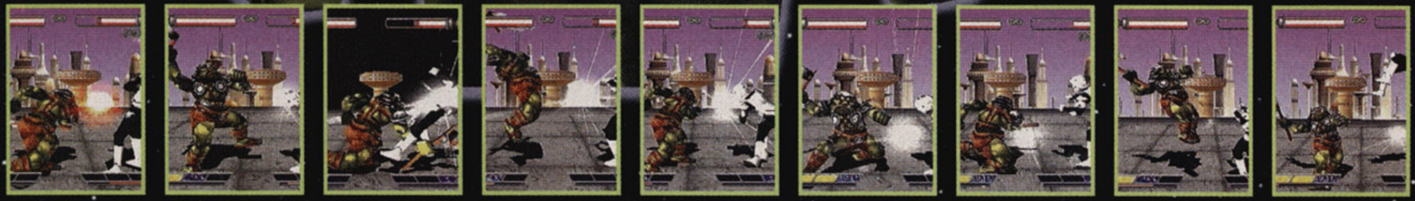
Tap ↓, ↓, ↓, K

Low Swing



Tap ↓, RS, LS

THOK'S JEDI COMBO Nine-Hit Combo



Tap RS

Tap LS

Tap OS

Tap LS

Tap RS

Tap LS

Tap RS

Tap OS

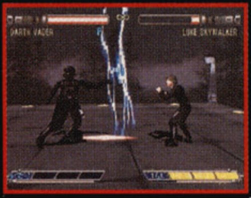
Tap LS

DARTH VADER

WEAPON: LIGHTSABER

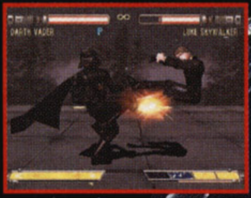
HAND-TO-HAND MOVES

Force Stun*



Motion ↓ ↘ → RP

Knee Drop



Tap →, →, RK

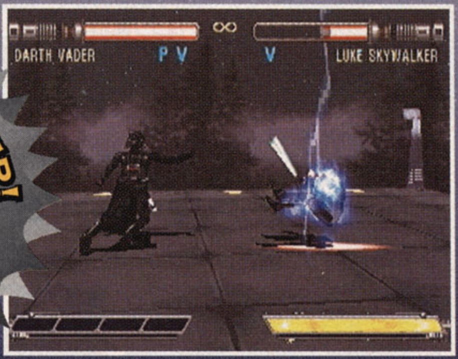
HIDDEN FIGHTER!

To play as Darth Vader, finish the game as Luke on the Jedi skill setting.

FORCE POWER MOVE

Note: Your weapon must be drawn to do this move.

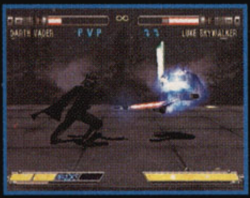
Force Lightning



Motion ← ↙ ↓ ↘ →, hold OS

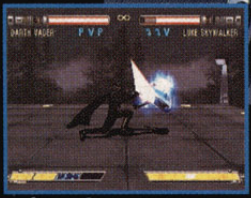
MELEE WEAPON MOVES

Power Thrust*



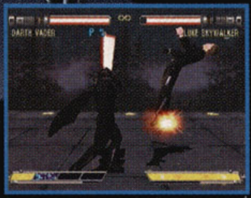
Tap ←, →, →, RS

Super Saber Lunge*



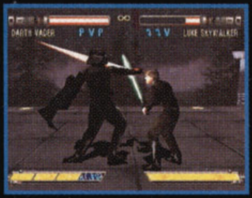
Motion → → ↓ ↘ → RS

Saber Swing



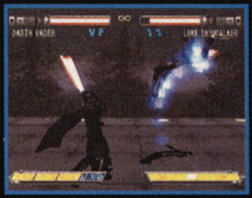
Motion ← ↙ ↓ ↘ → RS

Spinning Slash



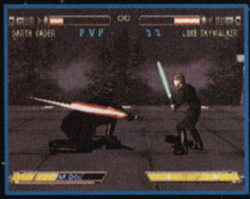
Motion ↓ ↙ ← RS

Super Jedi Swing*



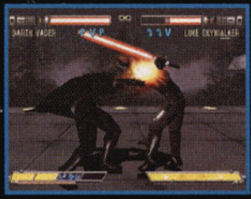
Tap →, ←, →, RS

Saber Lunge



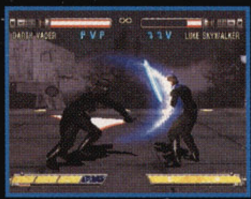
Motion → ↘ ↓ → RS

Saber Knockdown



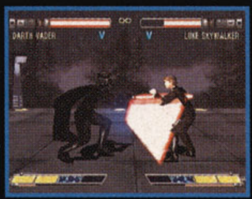
Motion ← ↙ ↓ ↘ → OS

Deflector*



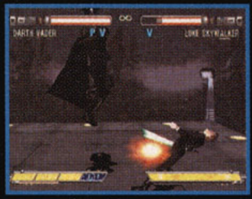
Tap (LS OS)

Super Saber Swing*



Tap ←, →, RS

Upswing



Tap (↑ OS)

VADER'S JEDI COMBO Nine-Hit Melee Weapon Combo

Note: Your weapon must be drawn to do this combo.

Tap RS

Tap LS

Tap OS

Tap LS

Tap OS

Tap LS

Tap RS

Tap OS

Tap LS

OTHER HIDDEN CHARACTERS AND CHEATS

Slave Leia

Finish the game as Leia on the Jedi skill setting to access this hidden character. Slave Leia's moves are identical to Leia's.

Stormtrooper

Finish the game on the Jedi skill level as Han Solo to access this hidden character. The Stormtrooper's moves are identical to Han Solo's moves.

Jodo Kast

To access this hidden character, you must beat at least seven fighters in the survival mode in under 3 minutes, 30 seconds.

Level-Select Option

DARTH VADER
STORMTROOPER

Finish the game as Chewbacca on the Jedi skill setting to access a level-select option, which enables you to choose any fighting stage before a two-player game.

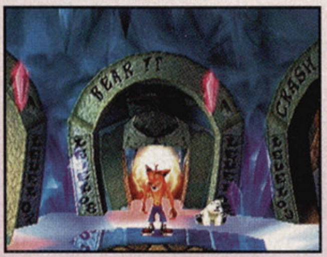
S.W.A.T.PRO

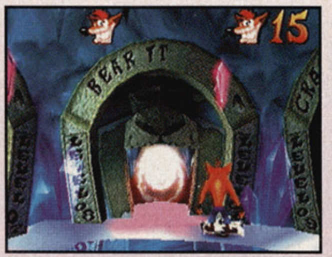
Video Game Strategies, Weapons, and Tactics

PlayStation

Crash Bandicoot 2: Cortex Strikes Back

Ten Extra Lives


BEAR IT
CRASH



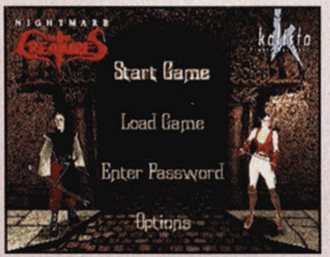
Go to Warp Room #2 and jump repeatedly on the polar cub. After jumping on the cub ten times or so, you'll be rewarded with ten extra lives.

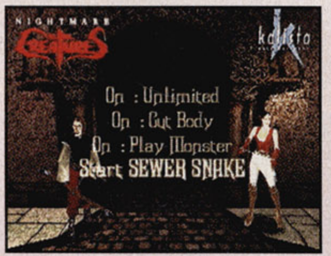
Andrew Tso
The Internet

PlayStation

Nightmare Creatures

Stage Select, Unlimited Lives and Weapons, Cut Body, and Play as a Monster


NIGHTMARE Creatures
kalisto
Start Game
Load Game
Enter Password
Options


NIGHTMARE Creatures
kalisto

On : Unlimited
On : Cut Body
On : Play Monster
Start SEWER SNAKE

Enter the codes at the Options screen (you must enter the Stage Select code first). A sound will confirm that you entered each code correctly. After entering the codes, start a new game and the cheats will appear at the next menu.

Stage Select: **Press L1, L1, L2, R1, R1, R2, Select.**

Unlimited Lives and Weapons: **Press L1, R2, R1, L2, Select.**

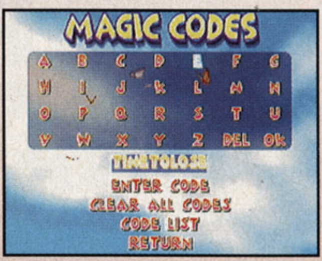
Cut Body (when you hit a monster with a sword, they will be cut in half): **Press L1, R1, L2, R2, Select.**

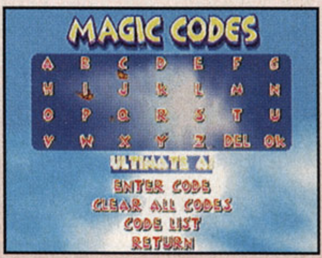
Play as a Monster: **Press L2, R1, L1, R2, L1, R1, Select.**

Nintendo 64

Diddy Kong Racing

Passwords


MAGIC CODES
A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z DEL OK
TIMETOLOSE
ENTER CODE
CLEAR ALL CODES
CODE LIST
RETURN


MAGIC CODES
A B C D E F G
H I J K L M N
O P Q R S T U
V W X Y Z DEL OK
ULTIMATE AI
ENTER CODE
CLEAR ALL CODES
CODE LIST
RETURN

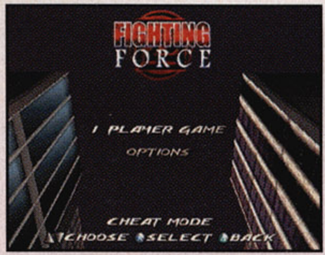
Enter the codes at the Magic Codes option.
All Balloons Are Green: `TOXICOFFENDER`
All Balloons Are Rainbow-Colored: `OPPOSITESATTRACT`
All Balloons Are Red: `BOMBSAWAY`
All Balloons Are Yellow: `BODYARMOR`
All Characters Are Big: `ARNOLD`
All Characters Are Small: `TEENYWEENIES`
Character Taunts Replace the Horn: `BLABBERMOUTH`
Enable Music Test in the Options: `JUKEBOX`
Hard A.I.: `TIMETOLOSE`
Maximum Power-Up in Track Mode: `FREEFORALL`
No Balloons: `BYEBYEBALLOONS`
Start Track Mode with 10 Bananas: `FREEFRUIT`
Two-Player Adventure Mode: `JOINTVENTURE`
Two Players Can Select the Same Driver: `DOUBLEVISION`
Unlimited Bananas: `VITAMINB`
Vehicles Have Four-Wheel Drive: `OFFROAD`

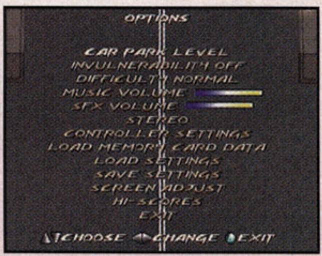
Wayne Cuayu
Hayward, CA

PlayStation

Fighting Force

Cheat Menu


FIGHTING FORCE
1 PLAYER GAME
OPTIONS
CHEAT MODE
CHOOSE SELECT BACK


OPTIONS
CAR PARK LEVEL
MUSIC VOLUME
SFX VOLUME
STEREO
CONTROLLER SETTINGS
LOAD MEMORY CARD DATA
LOAD SETTINGS
SAVE SETTINGS
SCREEN ADJUST
HI-SCORES
EXIT
CHOOSE CHANGE EXIT

INVULNERABILITY OFF
DIFFICULTY NORMAL

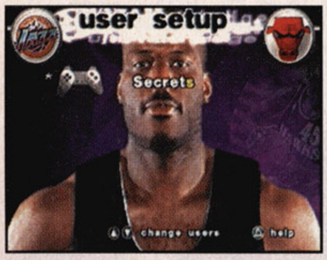
At the options screen that appears after the title screen, **simultaneously press and hold L1, R2, Left, and** □. Hold the buttons until the words "Cheat Menu" appear at the bottom of the screen. Select Options, and you'll find two new options—invincibility and level-select.

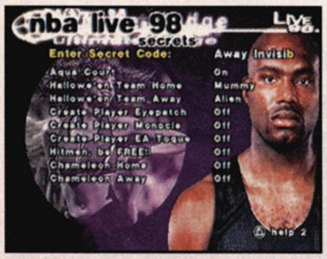
Dave Adams
Englewood, CO

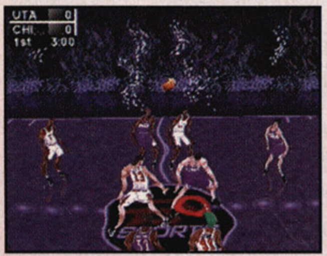
PlayStation

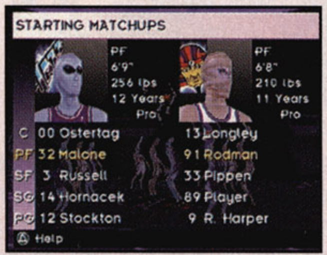
NBA Live '98

Secrets


user setup
Secrets
change users
help


nba live 98
secrets
Enter Secret Code:
Aqua Court
Hallowe'en Team Home
Hallowe'en Team Away
Create Player Eyepatch
Create Player Monocle
Create Player EA Toque
Hitmen, be FREE!
Chameleon Home
Chameleon Away
help 2


UTA 0
CHI 0
1st 3:00


STARTING MATCHUPS
C 00 Ostertag 13 Longley
PF 32 Malone 91 Rodman
SF 3 Russell 33 Pippen
SG 14 Hornacek 89 Player
PG 12 Stockton 9 R. Harper
Help

At the User Setup screen, enter the word **Secrets** (type it exactly as shown). The word "Secrets" should appear at the bottom of the screen. **Press** ○ to access the Secrets menu. Enter any of the following passwords exactly as shown below.

Aqua Court: **Seaweed**
The Home Team Is Dressed in Halloween Costumes: **Scary**
The Away Team Is Dressed in Halloween Costumes: **Freaky**
Create Players with an Eye Patch: **Eyepatch**
Create Players with a Monocle: **Monocle**
Create Player EA Toque: **Toque**
"Hitmen, Be Free!": **Prisoners**
The Away Team Is the Chameleon Team: **Lizard**
The Home Team Is the Chameleon Team: **Reptile**

Cassim A. Gaston
Los Angeles, CA

PlayStation

Excalibur 2555 AD

Level Skip

GAME PAUSED
CONTINUE
QUIT

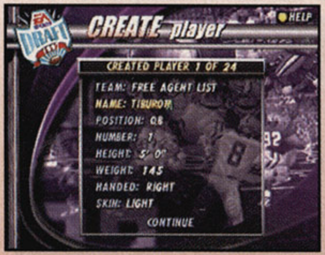
LEVEL COMPLETE

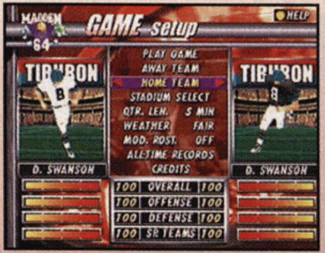
While the game is paused, **press** □, ○, □, △, ○, △, △, △. Unpause the game, and you will skip to the next level.

Nintendo 64

Madden 64

Play as the Tiburon Team


CREATE player
HELP
CREATED PLAYER 1 OF 24
TEAM: FREE AGENT LIST
NAME: TIBURON
POSITION: QB
NUMBER: 1
HEIGHT: 5' 0"
WEIGHT: 145
HANDED: RIGHT
SKIN: LIGHT
CONTINUE

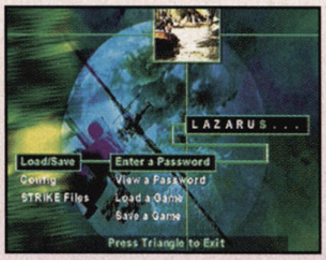

MADDEN 64
GAME setup
HELP
TIBURON
TIBURON
PLAY GAME
AWAY TEAM
HOME TEAM
STADIUM SELECT
QTR. LEN. 5 MIN
WEATHER FAIR
MOD. ROST. OFF
ALL-TIME RECORDS
CREDITS
D. SWANSON
D. SWANSON
100 OVERALL 100
100 OFFENSE 100
100 DEFENSE 100
100 SR TEAMS 100

Select Create Season and choose the Front Office. Select Create Player, and enter the name **TIBURON**. Save and exit. Start a game in Exhibition mode and you can play as the Tiburon team.

PlayStation

Nuclear Strike

Passwords


LAZARUS...
Load/Save
Config
STRIKE Files
Enter a Password
View a Password
Load a Game
Save a Game
Press Triangle to Exit

GUNS 1174
RKTS 30
MSSL 8
WING 8
FUEL 99
ARMR 1416
LOAD 0
ATMP 2

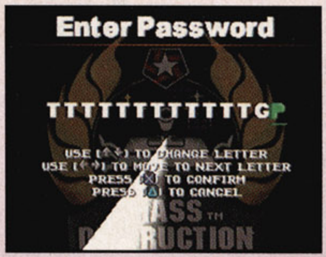
Secret Mission:	**LIGHTNING**
Infinite Lives:	**LAZARUS**
Less Fuel Consumption:	**MPG**
Four Lives:	**PHOENIX**
Five Lives:	**WARRIOR**

Paul Greene
The Internet

PlayStation

Mass Destruction

Password


Enter Password
TTTTTTTTTTTTGP
USE (↑↓) TO CHANGE LETTER
USE (←→) TO MOVE TO NEXT LETTER
PRESS (X) TO CONFIRM
PRESS (△) TO CANCEL
MASS DESTRUCTION

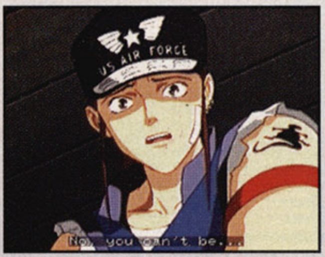
Select Mission
CLEAN SHEEP
USE (↑↓←→) TO CHANGE
PRESS (X) TO CONFIRM
PRESS (△) TO CANCEL

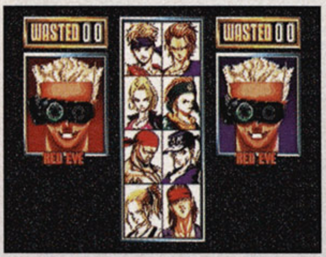
This password opens every level in the game:
TTTTTTTTTTTTGP

Saturn

Last Bronx

Play as Red Eye and Fight with Joke Weapons


U.S. AIR FORCE
No, you can't be...


WASTED 00
WASTED 00
RED EYE
RED EYE

Play as Red Eye: Beat the game in Saturn mode with every fighter and save the data. Then, at the fighter-select screen, move the cursor on Yusaku or Joe and **press Up** to make Red Eye appear.

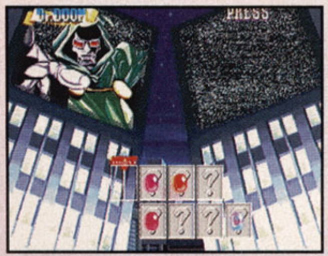
Joke Weapons: To play with a character's joke weapon, you must finish the game on Arcade mode as that character and not lose a single round or use a continue. You must do this individually for each character to unlock their weapon. At the fighter-select screen, **press Right** on characters in the right column and **press Left** on characters in the left column before selecting them. Pressing Left or Right enables you to play with the character's joke weapon. Here are the weapons for each character:

Yusaku: Toy Bullet Train
Joe: Corn Cobs
Lisa: Barbecue Utensils
Tommy: Broom
Yoko: Umbrellas
Zamioku: Big Fish
Nagi: Fork and Spoon
Kurosawa: Large Fan
Red Eye: Pike Fish

PlayStation

Marvel Super Heroes

Play as Doctor Doom


DR.DOOM
PRESS

1P 14000
DR. DOOM
DR. DOOM WINS

Finish the game in Arcade mode with any fighter on any skill setting and save the data. Make sure the buttons are set to the default setting and the Shortcut mode is off. At the fighter-select screen, **press Down, Down, press and hold ×, press and hold ○, and press R1.** Doctor Doom's face will appear in the character window.

Jay Park
San Francisco, CA

PlayStation

Mega Man X^4

Ultimate Armor

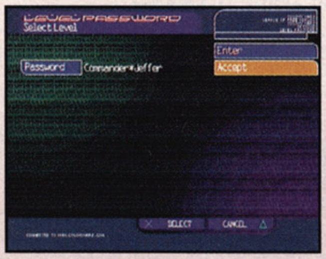
PLAYER SELECT
MEGAMAN X
ZERO
PLAYER SELECT

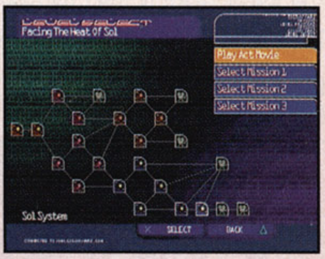
At the Player Select screen, put the cursor on Mega Man X and **press ○, ○, Left, Left, Left, Left, Left, Left. Simultaneously press and hold L1 and R2, and press ×.** When the game starts, Mega Man X will have blue-and-purple armor. Play through the first two intro stages, then enter the Jungle Stage. In the Jungle Stage, head to the right halfway down the second waterfall and find the capsule. Enter the capsule, and you'll get the Ultimate Armor, including the Nova Strike attack.

PlayStation

Colony Wars

Password Cheats


LEVEL PASSWORD
Select Level
Password
Commander*Jeffer
Enter
Accept
SELECT
CANCEL


LEVEL SELECT
Facing The Heat Of Sol
Play Act Movie
Select Mission 1
Select Mission 2
Select Mission 3
Sol System
SELECT
BACK

Enter the following passwords exactly as shown for these cheats.

Weapons Never Overheat: **`Tranquillex`**

Infinite Secondary Weapons: **`Memo*X33RTY`**

Access to All Missions, Levels, Acts, and Movies: **`Commander*Jeffer`**

Invincibility: **`Hestas*Retort`**

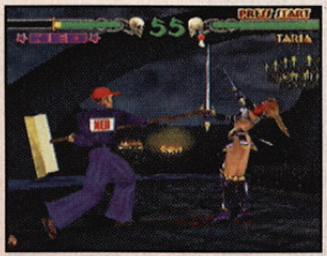
Turn All Cheats Off: **`All*cheats*off`**

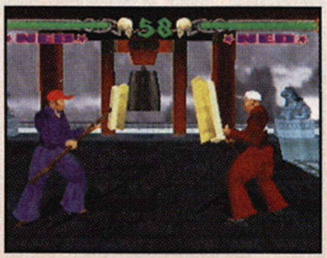
Jason Karol
Mulberry, FL

Nintendo 64

Mace: The Dark Age

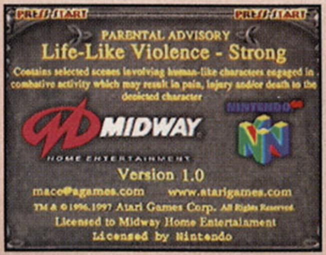
Play as Ned, War Mech and Ichiro, Switch Heads, and Bunny Slippers

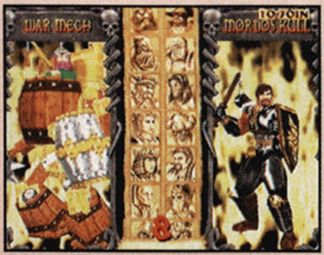

PRESS START
55
NED
TARIA



Play as Ned: At the fighter-select screen, put the cursor over Koyasha and **press Start,** put the cursor over the Executioner and **press Start,** put the cursor over Lord Deimos and **press Start,** and put the cursor over Xiao Long and **press Quick Attack.** Xiao Long's name will be replaced by Ned. When the fight begins, you'll play as the broom-wielding janitor, Ned.

Daryl Calloway
Brooklyn, NY


PRESS START PRESS START
PARENTAL ADVISORY
Life-Like Violence - Strong
Contains selected scenes involving human-like characters engaged in combative activity which may result in pain, injury and/or death to the depicted character
MIDWAY HOME ENTERTAINMENT
NINTENDO 64
Version 1.0
mace@agames.com www.atarigames.com
TM & © 1996,1997 Atari Games Corp. All Rights Reserved.
Licensed to Midway Home Entertainment
Licensed by Nintendo


WAR MECH
TO JOIN
MORDOS KULL

Play as War Mech and Ichiro: Turn on the power, and at the Parental Advisory screen, **rotate the analog stick or the control pad counterclockwise** until you hear a noise. Start the game, and at the fighter-select screen, you'll find two new characters at the top of the menu—War Mech and Ichiro.

Lester Gonzalez
Metairie, LA

Vs. Mode Codes

Note: You must do the code to play as War Mech and Ichiro for any of the following cheats to work.

Switch Heads: At the fighter-select screen, put the cursor over Al' Rashid and **press Start,** put the cursor over Mordos Kull and **press Start,** put the cursor over Xiao Long and **press Start,** and put the cursor over Namira and **press Start**. Select two fighters, and when the match begins, they will have each other's head.

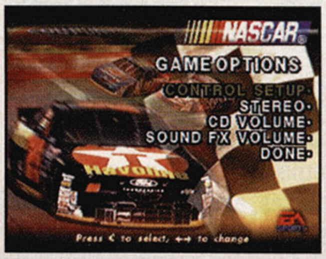
Bunny Slippers: At the fighter-select screen, put the cursor over Ragnar and **press Start,** put the cursor over Dregan and **press Start,** and put the cursor over Koyasha and **press Start.** Select your fighters, and when the match begins, they will be wearing bunny slippers.

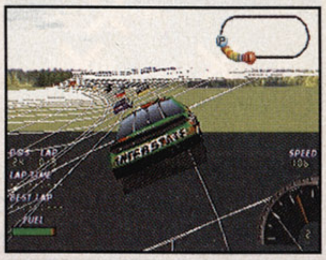
Stephen Murawski
The Internet

Saturn

NASCAR '98

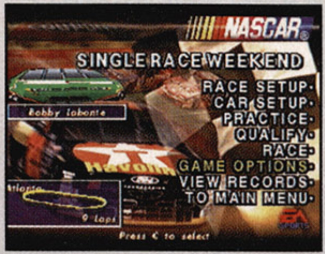
Wireframe Track, Wireframe Cars, Fat Cars, and Race as a Tow Truck

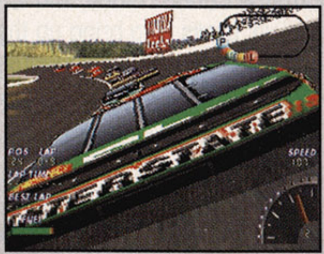

NASCAR
GAME OPTIONS
CONTROL SETUP
STEREO
CD VOLUME
SOUND FX VOLUME
DONE
Press C to select, ↔ to change


POS LAP
LAP TIME
BEST LAP
FUEL
SPEED

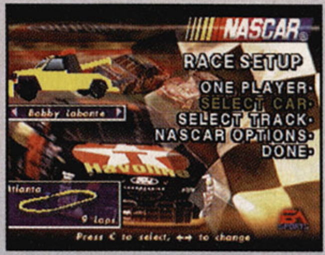
Wireframe Track: At the main menu, highlight the Game Options and **press C**. At the Game Options screen, highlight Control Setup, **press and hold Z, press A, B, X, and simultaneously press A and Y.** You should hear "Go, buddy, go, go, go!" confirming you entered the code correctly. When the race begins, you'll race on a wireframe track.

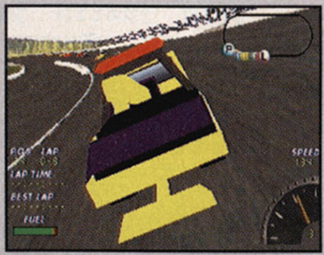
Wireframe Cars: After entering the Wireframe Track code, **simultaneously press Start, A, B, and C** to reset the game. When you start a new game, the cars will also be wireframes.


NASCAR
SINGLE RACE WEEKEND
RACE SETUP
CAR SETUP
PRACTICE
QUALIFY
RACE
GAME OPTIONS
VIEW RECORDS
TO MAIN MENU
Bobby Labonte
Atlanta
9 Laps
Press C to select


POS LAP
BEST LAP
SPEED

Fat Cars: At the main menu, highlight the Game Options and **press C**. At the Game Options screen, highlight Stereo, **press and hold Z, press B, X, Y, and simultaneously press B and A.** You should hear "Go, buddy, go, go, go!" confirming you entered the code correctly. Start a race and **simultaneously press Start, A, B, and C** to reset the game. When you start a new race, your car will be super wide.


NASCAR
RACE SETUP
ONE PLAYER
SELECT CAR
SELECT TRACK
NASCAR OPTIONS
DONE
Bobby Labonte
Atlanta
9 Laps
Press C to select, ↔ to change

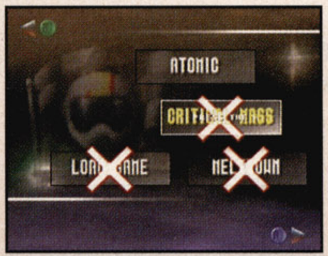

POS LAP
LAP TIME
BEST LAP
FUEL
SPEED

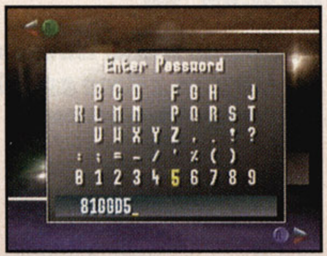
Race as a Tow Truck: At the main menu, select Single Race, then enter Race Setup. Highlight Select Car, then highlight Kenny Wallace or Bobby Labonte, and **press and hold C, and press Up, Down.** A tow truck should appear. When you start a race, you'll drive a tow truck.

Nintendo 64

Extreme-G

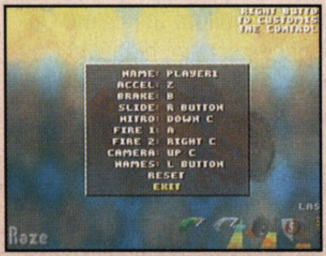
Passwords


ATOMIC
CRITICAL MASS
LOAD GAME
MELTDOWN


Enter Password
B C D F G H J
K L M N P Q R S T
V W X Y Z . , ! ?
: ; = - / ' % ( )
0 1 2 3 4 5 6 7 8 9

81GGD5_

Ultimate Password: Select Extreme Contest, start a game on the Critical Mass or Meltdown courses, and enter the password **81GGD5** to unlock all the tracks and hidden vehicles.


RIGHT BUTTON TO CUSTOMISE THE CONTROL
Raze

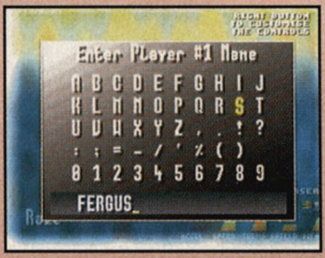
NAME: PLAYER1
ACCEL: Z
BRAKE: B
SLIDE: R BUTTON
NITRO: DOWN C
FIRE 1: A
FIRE 2: RIGHT C
CAMERA: UP C
NAMES: L BUTTON
RESET
EXIT

1st
0:00:00
4th to qualify

Extreme Contest Mode Player Passwords: Start a game in the Extreme Contest mode, and at the screen where you select a vehicle, **press R** to bring up the player menu. Highlight Name and enter any of the passwords exactly as shown below.

View from Up High and Behind Your Vehicle: **`Fisheye`**
Race as Boulders: **`roller`**
Unlimited Turbos: **`nitroid`**
Infinite Weapons: **`arsenal`**
Vehicle Is Harder to Steer: **`banana`**
Track Polygons Are Transparent: **`ghostly`**
Race Upside-Down: **`anitgrav`**
All Vehicles Are Invisible: **`stealth`**
No Transparency Effects: **`uglymode`**
Race on Wireframe Tracks: **`wired`**

Race as the Game Programmers: Enter the password **`XGTEAM`** then re-enter any of the following names:
`ash greg justin john shawn`


RIGHT BUTTON TO CUSTOMISE THE CONTROLS
Enter Player #1 Name
A B C D E F G H I J
K L M N O P Q R S T
U V W X Y Z . , ! ?
: ; = - / ' % ( )
0 1 2 3 4 5 6 7 8 9

FERGUS_

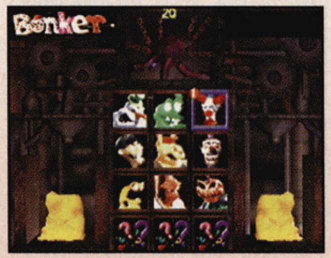
Shoot-Em-Up Mode Code: Enter the Single Player mode, then select Shoot-Em-Up. After selecting a track, **press R** at the screen where you select a vehicle to make the player menu appear. Enter the name **`FERGUS`** and all your opponents will have the face of Probe Software's director.

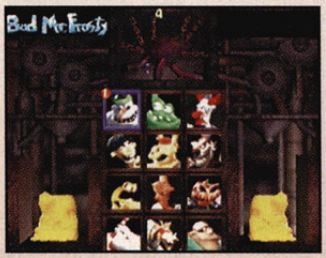
Tim Sova, Ray, MI
Gregory Mason, Verplanck, NY

Nintendo 64

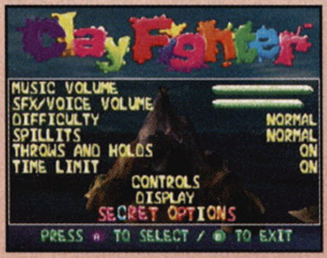
Clay Fighter 63⅓

Hidden Fighters, Secret Options, and Random-Select Option

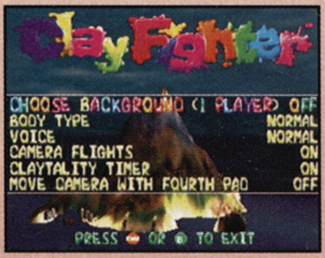



Bad Mr. Frosty
0

Play as Boogerman: At the fighter-select screen, **press and hold L**, and **press Up, Right, Down, Left, Right, Left.** Boogerman should appear in the right box at the bottom of the screen.
Play as Dr. Kiln: At the fighter-select screen, **press and hold L, and press B, Left-C, Top-C, Right-C, Bottom-C, A.** Dr. Kiln will appear in the middle box at the bottom of the screen.
Play as Sumo Santa: At the fighter-select screen, **press and hold L, and press A, Bottom-C, Right-C, Top-C, Left-C, B.** Sumo Santa will appear in the left box at the bottom of the screen.


ClayFighter
PRESS A TO SELECT / B TO EXIT

MUSIC VOLUME
SFX/VOICE VOLUME
DIFFICULTY NORMAL
SPILLITS NORMAL
THROWS AND HOLDS ON
TIME LIMIT ON
CONTROLS
DISPLAY
SECRET OPTIONS


ClayFighter
PRESS OR B TO EXIT

CHOOSE BACKGROUND (1 PLAYER) OFF
BODY TYPE NORMAL
VOICE NORMAL
CAMERA FLIGHTS ON
CLAYTALITY TIMER ON
MOVE CAMERA WITH FOURTH PAD OFF

Secret Options: At the fighter-select screen, **press and hold L, and press Top-C, Right-C, Left-C, Bottom-C, B, A.** If the code is entered correctly, the screen will flash. When you select Options at the title screen, you'll find a new option, Secret Options, above Controls.
Random-Select Option: At the fighter-select screen, **simultaneously press and hold L and R** and your character will be chosen at random.

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E-mail us your tips and tricks through America Online at **Keyword: GamePro** or at this Internet address:
swat.gamepro@gamepro.com

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2. WCW vs. NWO World Tour
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4. NFL Quarterback Club '98
5. Madden 64
6. Extreme-G
7. Bomberman 64
8. Mortal Kombat Mythologies: Sub-Zero
9. Duke Nukem 64
10. Clayfighter 63⅓
11. Wayne Gretzky's 3D Hockey '98
12. Aerofighters Assault
13. Top Gear Rally
14. MRC Multi Racing Championship
15. Mischief Makers
16. Automobili Lamborghini
17. F-1 Pole Position
18. Wheel of Fortune
19. Chameleon Twist
20. Mace: The Dark Age

PlayStation

1. Resident Evil 2
2. Tomb Raider II
3. Crash Bandicoot 2: Cortex Strikes Back
4. Jet Moto 2
5. NBA Live '98
6. Cool Boarders 2
7. Test Drive 4
8. Need for Speed V-Rally
9. Star Wars: Masters of Teräs Käsi
10. NBA Fastbreak '98
11. One
12. Spawn: The Eternal
13. Auto Destruct
14. Fighting Force
15. MDK
16. Critical Depth
17. Courier Crisis
18. Final Fantasy VII
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2. Tomb Raider II *PlayStation*
3. NBA Live '98 *PlayStation*
4. WCW Nitro *PlayStation*
5. GoldenEye 007 *Nintendo 64*
6. Crash Bandicoot 2: Cortex Strikes Back *PlayStation*
7. WCW vs. NWO World Tour *Nintendo 64*
8. One *PlayStation*
9. Madden 64 *Nintendo 64*
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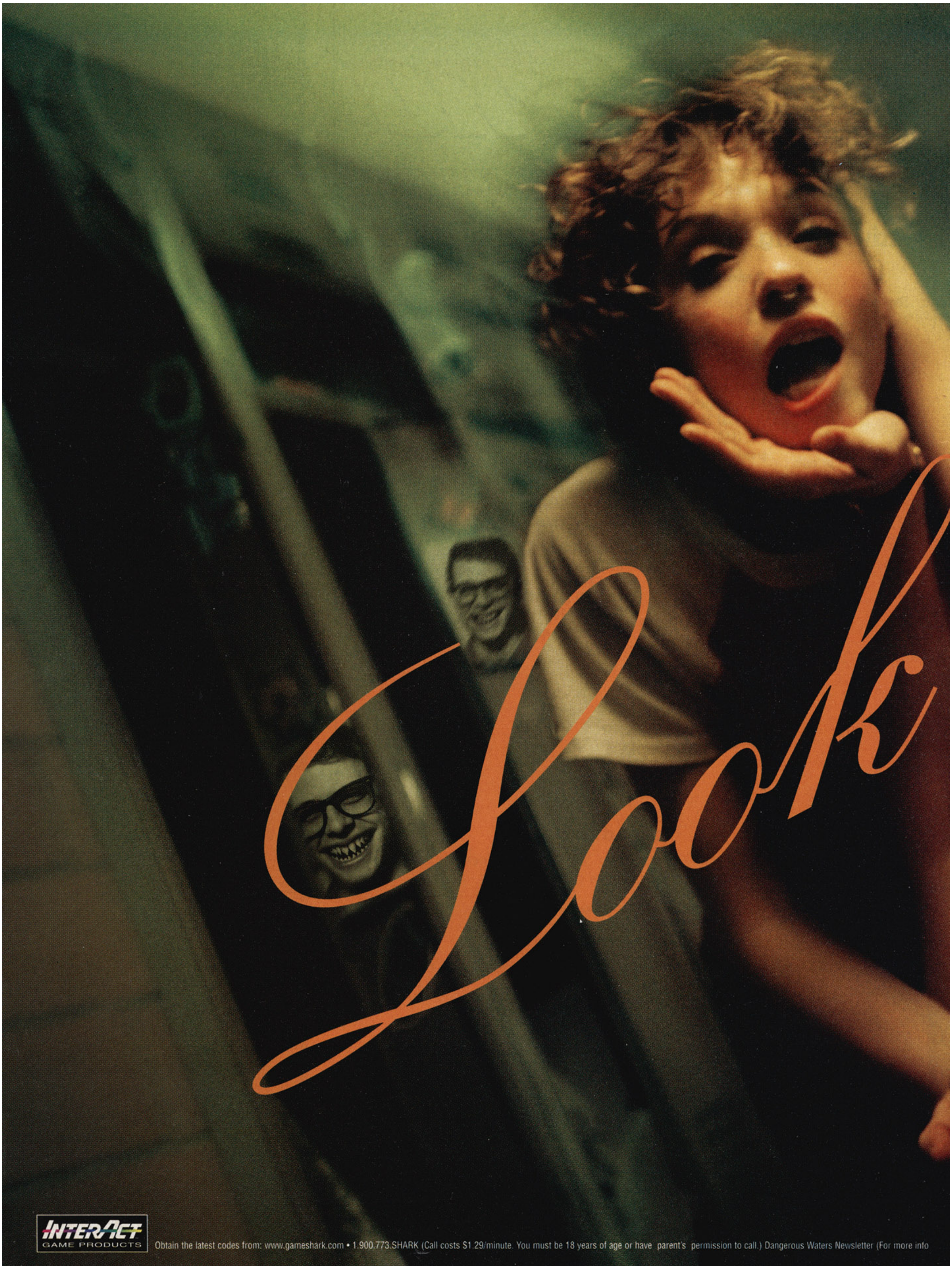

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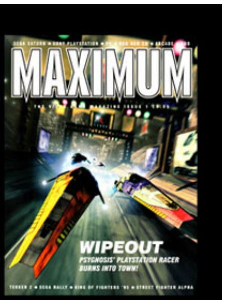

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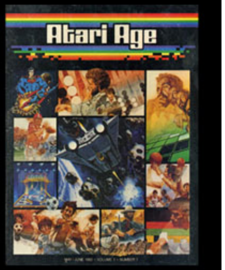

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